



July Week 1 and 2

Teacher Activity A: Solo Cup/Water Gun

Equipment

1 Solo Cup and 1 water gun per 5 children

1 6-10' length of rope per solo cup

A bucket full of water for water gun refills

<i>Set Up</i>	Punch a hole in the bottom of each Solo Cup for rope and tie rope to two sturdy poles. Slide the open end of the cup to one end of the rope, and put one full water gun near that end.
<i>Trans-In</i>	Divide the children into groups and line them up at each rope.
<i>Intro Qs</i>	Do you think it is possible to get this cup to move using the water that is coming out of the toy gun?
<i>Explain The Game: When I say GO!</i>	The first person uses water gun to spray water into open cup to move it along the rope to the end. Refill water gun for next person.
<i>Trans-Out</i>	Put water guns in their storage container.
<i>Change Up</i>	For older children, try non-dominant hand.



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Teacher Activity B: Duck Duck Splash

Equipment

1 Solo Cup

Bucket of water for refilling the cup

<i>Set Up</i>	None
<i>Trans-In</i>	Children sit down in a circle, like the traditional game of Duck, Duck Goose
<i>Intro Qs</i>	Have you ever played Duck Goose?
<i>Explain The Game: When I say GO!</i>	“It” has a full cup of water. As they walk around the outside of the circle, they dip their fingers into the cup of water and sprinkle the water on the seated children’s heads, saying “Duck” each time. They say “Splash” and dump the whole cup of water on one child’s head. The splashed child stands up and chase the It child around the circle and back to the empty spot. If the splashed child sits in the empty space, they are safe. If tagged, they go in the middle.
<i>Trans-Out</i>	Children clean up the space.