

# A Day at the Carnival

- **Purpose of Activity:** The purpose of this activity is to encourage children to practice good listening skills, cooperate with others, and consistently follow directions.
- **Standard:** Students will demonstrate competency in the motor skills and movement patterns needed to perform a variety of physical activities.
- **Objective:** Students will travel forward and sideways, changing directions quickly in response to a signal or obstacle using a variety of locomotor skills. Students will also develop the basic movement patterns and performance cues related to outdoor play. Students will show consideration for others while participating in the game.
- **Suggested Grade Level:** K-2
- **Materials Needed:** Adventure Series Equipment, bean bags, foam balls

## Assessment Ideas:

- Sharing and taking turns is very important for both safety on the equipment and making the game more enjoyable.

## Adaptations for Students with Disabilities:

- Children in wheelchairs can also participate. If certain exercises are beyond their capability, these students may choose to perform alternate exercises while following the story.

## Story Overview

This activity combines a story with physical play.

1. Warm Up: The teacher will lead the students in a warm-up activity followed by a light stretch before the activity begins.
2. Tell the students that they will be taking part in a learning adventure during today's class.
3. Reinforce to students the importance of following directions as the story is being read to them.
4. If students are not listening, stop the story. The adventure will not continue until students start to follow directions again.
5. Tell everyone to try their best to perform the tasks in the story. If a student has difficulty, other members of the class can assist in helping that student accomplish the task.
6. Closure: The teacher will review some of the movements from the story. The teacher will also ask the students questions concerning the story.

## CheckList

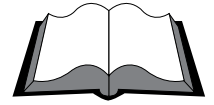
- ✓ Have you ever visited a Carnival?
- ✓ What are some attractions you may see at a Carnival?

Today we are going to take a journey to one of the best carnivals on Earth. This carnival has it all – elephants, acrobats, ring masters, rides, games, and much more. In order to get into the carnival, we need to make sure we have our tickets. Make sure to wear a good pair of shoes because we will be doing a lot of walking today.

See included CD for  
electronic version.



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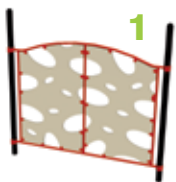
A Day at the Carnival (continued)



Let's all get on the bus and go! (Walk around the outside of the Adventure Series Equipment.) Is everyone getting excited about the carnival? We're here! Let's go through the entrance (enter underneath the Sky Arch) and walk toward that rock wall.



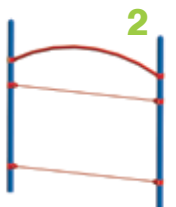
As we move on through the carnival, the next major attraction we see is the elephant. This is one of the biggest elephants we have ever seen. The trainer of the elephant asks if we want to climb on the elephant's back go for a ride. We quickly say yes and take turns climbing on top of the elephant.



**1** We all give the attendant our ride tickets, and now we can take turns climbing it to the top.



**4** Everyone is having so much fun! We keep walking around the carnival grounds. The next thing we see are three games that we really want to play. The first game tests our strength. The object of the game is to throw a heavy ball over the wall as quickly as you can. Let's each take a turn trying to get the ball over the wall.



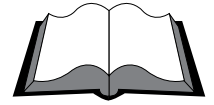
**2** Let's continue walking through the carnival until we see the trapeze act. They are practicing their routine for the show and have asked if we want to



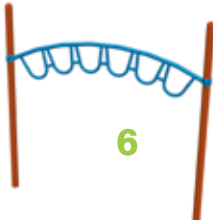
**5** Let's move on to the next game. This game looks challenging! It is a series of wires that cross to make a ladder. This ladder moves from side to side, so make sure to keep your balance, or you might fall off!

try to walk across the tight rope that is suspended above the top of the carnival tent. Let's carefully cross the tight rope.

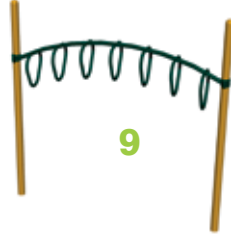
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## A Day at the Carnival (continued)



Each person makes it across without even breaking a sweat. The final game we play is an overhead ladder that he climb across using only our hands.



Once we are done playing the beanbag game, we realize that we have reached the end of the carnival. Before we leave, we have a chance to climb across one more overhead ladder on our way back to the bus. Everyone take turns and trying to make it across without touching the ground.



There are still more fun attractions to see at the carnival! The next stop is at the giant spider web. The web stands thirty feet tall and forty feet wide. It is the biggest web we have ever seen. Let's all pretend that we are spiders and climb across it.

It is now time for us to leave the carnival and head back home. The bus takes us around the carnival grounds one last time before we leave. (Walk a lap around the Adventure Series Equipment.) We finally arrive back home and are really tired from our trip, but we all had such a good time!

*The End*



The next attraction is a beanbag tossing game. Let's all take turns trying to throw bean bags through the holes in this wall. If you make it in, you win a giant stuffed toy that you can take home!