



Ships Across The Ocean (Water)

LENGTH: 30 Minutes
CURRICULUM: Physical Education
OBJECTIVES: Student will learn the rules of the game
EDUCATIONAL LEVEL: Grades 1 and 2

MATERIALS:

* Gymnasium access

PROCEDURE:

1. Choose three students to be captains. Have them stand in the middle of the gym.
2. Have the remaining students line up at one end of the gym.
3. The class (ships) have to chant:
 **“ Ships across the ocean,
 Ships across the sea,
 Captain, Captain,
 You can't catch me!”**
4. After they finish the chant, the ships have to run across the gym (sea) and try to make it to the other side without being tagged by the a captain.
5. If a student is tagged by a captain, he/she freezes and becomes "seaweed". "Seaweed" students have to keep their feet planted, and try to tag ships as they run across.

POINTS TO DISCUSS:

Which did you like better, being a captain, seaweed, or a ship? Explain why.

