

FLAGHOUSE Activity Guide

Around the World Poly Spots™

Item #15718

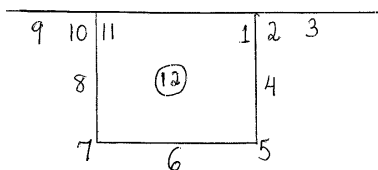
What Are the Educational Applications?

Around the World Poly Spots™ are an exciting addition to your poly spot collection for use in games, interdisciplinary activities, and movement concepts. The Around the World Poly Spots can be used as markers, game disks, and/or class organizers. There are 12 spots representing 12 different countries. Each spot has a map of the country and 3 famous things about the country that could include: places, people, and things. The spots can be placed on the floor, on the playground, or out on the field.

Activity #1

Around the World Basketball Shooting Game

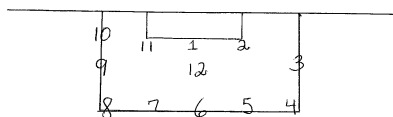
This game places the Around the World Poly Spots at the designated places around the basketball foul lane. A player begins on Around the World Poly Spot #1 (The United States) and takes a short shot. If successful, the player moves on to Around the World Poly Spot #2 (Morocco) and attempts another shot. If successful, the player moves on to #3 (Australia) and shoots again. If a shot is unsuccessful, the player can "Chance" the shot and take another. If successful, the player moves on. If unsuccessful, the player moves back to #1. A player may select not to "Chance" on a second shot and just wait their turn again after the others take their turns. The first player to successfully make a basket from each Around the World Poly Spots is the winner of the game.



Activity #2

Around the World Soccer Shooting Game

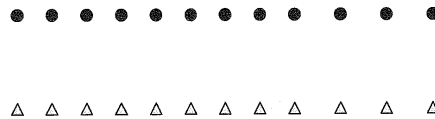
This game is played just like the Around the World Basketball Shooting Game, except it is played around a soccer goal and the other players take turns playing goalie.



Activity #3

Run the Countries Relay

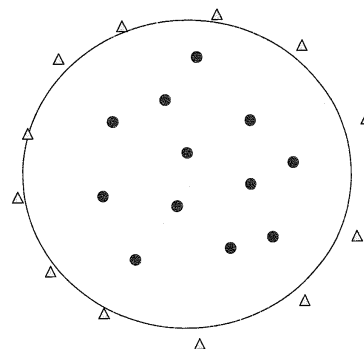
This is a relay game where the students will start at a cone and run around the country. When the whole team has completed the run (or any other locomotor skill), they move on to the next country until they complete all 12 countries. See set up:



Activity #4

Around the World Poly Spot Computer Game

In this game, the students are arranged in groups of 4 in a circle formation sitting behind a cone. To begin, all the spots are placed inside the circle. Each team is given a different # country to start on. Player #1 runs into the circle, finds the country corresponding to their team, steps on the Around the World Poly Spot and runs back to their team with one of the facts. Then player #2 goes in, steps on the spot, and comes back with a different fact to tell the team. If it is different, then #3 goes in, steps on the spot and comes back with the third fact. If it is different from fact 1 and 2, then #4 goes in. If it is the same as #1 or #2's fact, then they must return and try again until they get a new fact. After they have completed their starting country, the team moves on to the next numbered country. This can be done for a specified time span, a certain # of countries, or until all 12 are completed.

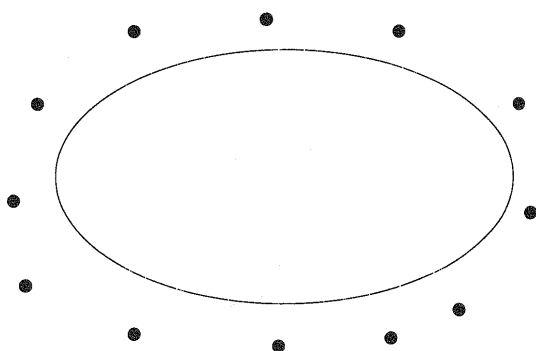


Activity #5

Around the World Poly Spot Run, Write, and Read!

Each team (#s determined by the # of students in the class) sits around their Around the World Poly Spot, which is located off the running path. Player #1

begins writing a story about the country using facts they know and facts on the spots. Meanwhile, the other teammates run around the running path. After 1 minute, player #2 becomes the writer and #1 joins the runners. After 1 minute, player #3 (or #1 again in teams of 2) becomes the writer and #2 runs again. After a selected # of minutes has been completed, they stop and read the story they have created. (Or another team reads their story.)



Activity #6
Around the World Poly Spot Tag

Place the Around the World Poly Spots around the playing area. Taggers using foam balls or foam hands to tag with (no throwing balls) walk, run, gallop, skip around trying to tag as many players as they can. If tagged, the player stands still with hands up in a "high 5" position. Others may come and free them by giving them a "high 5" and receiving a "Thank You!" back. The Around the World Poly Spots serve as safety bases, but no more than one person may be on a spot. If someone else comes on the spot that a player occupies, then that player must leave and cannot return to that country.

Activity #7 Around the World Poly Spot Locomotor Activities

Using all of your movement skills (walk, run, gallop, skip, hop, slide, jump), try the following activities.

#7-A.

Have students and the Around the World Poly Spots scattered around the play area have the students:

1. "Move" to the Around the World Poly Spots in alphabetical order
2. "Move" to the Around the World Poly Spots in country size
3. "Move" to the Around the World Poly Spots in the order they are from West to East from where you live
4. "Move" to the Around the World Poly Spots that are on or north of the equator
5. "Move" to the Around the World Poly Spots that are on or south of the equator
6. "Move" to the Around the World Poly Spots that are touching the equator
7. "Move" to the Around the World Poly Spots that you would like to or have visited

#7-B.

Place the Around the World Poly Spots at one end of your play area and students at the other end:

1. Have the students "move" and bring them back one at a time in alphabetical order
2. Have the students "move" to the Around the World Poly Spots and touch them in alphabetical order
3. Have the students "move" to the Around the World Poly Spots and balance on one foot on the spot before returning to the group
4. Have the students "move" to the Around the World Poly Spots and bring back information about each country and write it on a score sheet.

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