BRAIN & BODY WARM-UP

PERSONAL SPACE: The area around a person where they feel safe. It feels uncomfortable when someone enters this space.

To keep everyone safe, we must respect 6 feet of personal space.

30-SECOND ANIMAL JUMPS

- We're going to use the Animal Alphabet Cards to play a jumping game.
- Each card gives 2 animals choices. While the music plays for 30 second, jump in your personal space. Stay in your 6-foot personal bubble.
- When the music stops, pick another animal from the next card. It's okay to change your mind at any time and jump like the other animal.



BRAIN & BODY WARM-UP

ENTHUSIASM: An important feeling you get when you're excited about a goal and are motivated to work toward that goal.

Mr. Walker is enthusiastic about being the best teacher he can be.

Invisible Rock Garden

- It's time to plant an invisible rock garden. When the music plays, we will walk in our activity area and plant invisible rock seeds.
- To do that you have to be 6–12 feet from all other people. Find open space, dig an invisible hole with your invisible shovel, and then drop in an invisible rock seed.
- Cover the hole with invisible dirt, and water it with invisible water.
- It's not a race. Plant 5 invisible rocks while music plays.



PURPOSEFUL PRACTICE

TRUST: A good feeling you get when you can rely on someone or something.

We trust that our teachers and classmates will behave in ways that help to keep everyone safe.

ANIMAL CHARADES

- Stand inside your 6-foot bubble.
- The object of this game is to silently act like an animal so that your classmates can guess what it is.
- Take turns guessing and acting like animals.
- If you need help thinking of an animal, use the Animal Alphabet Cards.



PURPOSEFUL PRACTICE

PERSONAL BEHAVIOR: The actions of an individual person.

Ms. Wilder taught us to take responsibility for our personal behavior.

INVISIBLE ROCK COLLECTOR

- WOW! Our invisible rock garden grew really fast! Now it's time to collect our rocks.
- Put on your invisible backpack. When the music plays, walk in the activity area and carefully pick up invisible rocks and place them in your backpack.
- To do that you have to be 6–12 feet from all other people. Find open space, squat down by bending your knees and lift the rock into your pack.
- It's not a race. Collect 5–10 invisible rocks while music plays.



JUST FOR FUN (AND HEALTH)

ENJOY: To have a fun time. We enjoy playing physical activity games.

HEALTH: Free from sickness and injury. Feeling physical, mental, and social well-being.

We enjoy physical activity and it helps to protect our health.

ANIMAL DANCE PARTY

- I'm going to use the Animal Alphabet Cards to pick animals that will come to our dance party.
- You can use these cards to have dance parties in your home. When I hold up a card, everyone will dance like the animal I'm holding.
- If I hold up 2 cards, you can pick which animal you want to be. Remember, stay inside your 6-foot bubble!



JUST FOR FUN (AND HEALTH)

RESOURCE: The supplies, opportunities, and support that a person can use in order to do a job or live productively.

Kendra can go to a park near her house to walk with her family. It's a great resource that she can use to be physically active.

INVISIBLE ROCK BUSTER

- Now that we've collected our invisible rocks, it's time to break them into invisible pebbles.
- To do that, take 1 invisible rock out of your invisible backpack. Place it inside your personal 6-foot bubble.
- Jump on it 5 times straight up and down.
 After you've busted an invisible rock, get a new rock and start busting again.
- Make as many pebbles as you can while the music plays.

