

Race to Erase

### Purpose & SOL

- Students will review identifying word wall words by competing with peers to be the first to erase the word called by the teacher.
- Language Arts K.8, 1.9, 1.10, 2.8, 2.9,

### Materials

- White board (or large piece of paper)
- 2 erasers, 2 fly swatters, or instrument used to point out a word
- List of word wall, sight words, or vocabulary words

## Introduction

The teacher will begin the game with a version of seats up, holding up cards with words. Students will stand if they know the word, choose a student and have them recite the word. If they are correct, they can switch seats with any classmate that is doing the exercise of the day (5 jumping jacks, 5 squats, etc.). Continue with this up/down motion for a few rounds and engage the entire class.

# Implementation

Relay Race

- 1. Divide the class into 2 teams.
- 2. Each team will take turns having one person come to the board. The rest of the team will run in place.
- 3. The teacher will call out a word and students must be the first to swat or erase the word.
- 4. If a team gets the word correct, they will complete a STAR jump.
- 5. The team that is second says "Nice try, reach so high" and reach up to the sky.
- 6. Play will continue until all or almost all students have had a turn.

# Cool Down

Have students complete a series of running stretches, lunges, twists side to side, etc.

### Modifications

Incorporate vocabulary words with older students and instead of saying a word, say a definition, such as, "I am thinking of a word that means to make an educated guess."



Length

20 min.

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