

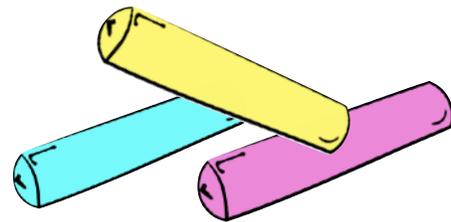
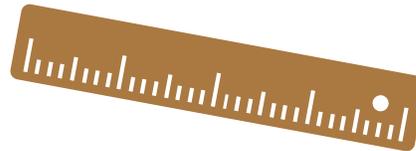
Race Against Time



Goal: See who can go the farthest.

You will need:

- Chalk
- Stopwatch
- Yard stick and/or measuring tape
- Task cards (print or create your own)
- Time Cards (print or create your own)
- 2 Containers (box, hat, cup, etc.)



How to play:

- Draw a starting line and have all players line up. Place all task cards in a container and time cards in another container.
- Have the youngest player, without looking, pick the task and time card out of the containers. Announce what task they will do and the amount of time they have. For example, the task card is skipping and the time is 15 seconds.
- Have them get ready and when you start the timer tell them to go. Make sure to say stop when the time is up! Return the cards to the appropriate container.
- Measure how far each player went. See who went the farthest!
- Keep playing until each player has had a turn picking out of the containers.

To think about:

- Compare how far each person went. Why did one player go farther than another?
- How did the amount of time given change the distance covered? How did the type of movement change the distance covered? When did a player go farther? Which mattered more, the amount of time or the type of movement? How could you find out?

Task Cards

Skip	Run	Hop on two legs
Hop on one leg	Walk Backwards	Walk
Slide Sideways	Shuffle your feet	Crawl
Walk with big steps	Walk with tiny steps	March

Time Cards

10 Seconds	5 Seconds	15 Seconds
20 Seconds	30 Seconds	45 Seconds
1 Minute	1 Second	25 Seconds
40 Seconds	55 Seconds	35 Seconds