

Scooter Games

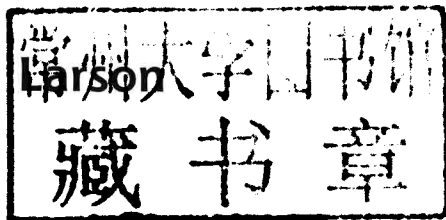
A photograph of three children in a gymnasium. A boy in an orange shirt and black shorts is on the left, holding a blue scooter handle. A girl in a yellow shirt is sitting on a red scooter in the center, holding the blue handle. A girl in a green shirt and black shorts is on the right, holding a yellow scooter handle. They are all smiling and looking towards the camera. The gymnasium floor is light wood with red and black lines. There are orange and blue cones on the floor.

**Complete
guide to
equipment,
safety,
games, and
assessment**

Tony L. Larson

SCOOTER GAMES

Tony L. Larson



Scooter games

滑板运动



Human Kinetics

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Game Finder

Name	Page number	Equipment	Activity concept	Reproducible
Animal Play	26	1 scooter per player	Exploration	None needed
Back Stroke	26	1 scooter per player	Exploration	None needed
Battleship	56	1 mat per 3 to 5 players (crew) 4 or 5 scooters per crew 3 Nerf balls per crew	Team	None needed
Beanbag Bash	26	1 scooter per player 1 beanbag per player	Exploration	None needed
Beanbag Toe Tag	34	1 scooter per player 1 beanbag per player	Tag	None needed
Beat the Grinch	59	1 scooter per player 20 to 30 cones 1 bucket of 50 or more beanbags	Team	None needed
Body Bowling	75	1 scooter per team 2 deck tennis rings per team Numerous bowling pins 1 cone per team 1 or 2 tumbling mats per team	Team	None needed
Boogie Board	26	1 scooter per player	Exploration	None needed
Buddy Ball	30	1 scooter per player 1 ball per 2 players	Cooperation	None needed
Bug Off	35	1 scooter per player Hula hoops or poly spots for 2/3 of group 3 to 5 pinnies	Tag	None needed
Bus Ride	131	1 scooter per player Play money 1 moneybag	Interdisciplinary	Yes
Bust-a-Move	26	1 scooter per player	Exploration	None needed
Cat and Mouse	35	1 scooter per player	Tag	None needed
Caterpillar Crawl	30	1 scooter per player	Cooperation	None needed

Name	Page number	Equipment	Activity concept	Reproducible
Chicken Tag	36	1 scooter per player 3 or 4 rubber chickens 4 to 6 Nerf balls (optional)	Tag	None needed
Coin Tag	136	1 scooter per player Several large, laminated copies of coins 1 moneybag for the coins Many pinnies or jerseys	Interdisciplinary	Yes
Coinercize Tag	136	1 scooter per player Several large, laminated copies of coins 1 moneybag for the coins Many pinnies or jerseys	Interdisciplinary	Yes
Cone Basketball	30	1 scooter per player Pinnies for half the players 1 ball 4 cones	Cooperation	None needed
Crazy Leg Relays	44	2 scooters per team 1 cone per team	Relay	None needed
Create-a-Game	30	Players decide equipment	Cooperation	None needed
Crocodile Crawl	30	1 or 2 scooters per 2 players	Cooperation	None needed
Elbow Tag	36	1 scooter per player	Tag	None needed
Explore the Moon With the Berenstain Bears	126	1 scooter per player Many poly spots or round bases Many beanbags Balancing equipment The book <i>The Berenstain Bears on the Moon</i>	Interdisciplinary	None needed
Fancy Feet	26	1 scooter per player	Exploration	None needed
First Aid Tag	37	1 scooter per players Tumbling mat (optional)	Tag	None needed
Follow the Leader	30	1 scooter per player Balls (optional)	Cooperation	None needed
Frozen Tag	37	1 scooter per player 3 or 4 pinnies	Tag	None needed

(continued)

Game Finder (continued)

Name	Page number	Equipment	Activity concept	Reproducible
Fun Bones	128	1 scooter per player An instrumental version of the song "Hokey Pokey"	Interdisciplinary	Yes
Garbage Pickup	62	4 or 5 scooters per team 1 or 2 mats per team 1 hula hoop per team A device for picking up trash	Team	Yes
Go-Cart	30	1 scooter per player	Cooperation	None needed
Go to the Bank	130	1 scooter per player Play money 1 moneybag	Interdisciplinary	Yes
The Great Chariot Scooter Race	49	2 to 4 scooters Enough cones for an oval track Rubber rings, or ropes formed into rings	Relay	None needed
Hand Walk	27	1 scooter per player	Exploration	None needed
Healthy Island	121	1 scooter per player Food pyramid diagrams Laminated pictures of food or plastic items 2 to 4 jerseys or pinnies 1 tumbling mat	Interdisciplinary	Yes
High Five Tag	136	1 scooter per pair Several large, laminated copies of coins 1 moneybag for the coins Many pinnies or jerseys	Interdisciplinary	Yes
Horse and Buggy Relay	52	1 scooter per team 1 rope per team 2 cones per team	Relay	None needed
Hot-Potato Poison Ball	37	1 scooter per player 3 to 5 Nerf balls	Tag	None needed
Hungry Hungry Hippos	64	1 scooter per player 30 or more small, soft, colored balls 4 buckets or recycling containers of different colors	Team	None needed

Name	Page number	Equipment	Activity concept	Reproducible
Inchworm	27	1 scooter per player	Exploration	None needed
Keep-Away	30	1 scooter per player 1 ball per 3 players	Cooperation	None needed
Keep-Away (2v2)	31	1 scooter per player 1 ball per 4 players	Cooperation	None needed
Keep-Away (3v3)	31	1 scooter per player 1 ball per 6 players	Cooperation	None needed
Knee Boarding	27	1 scooter per player	Exploration	None needed
Kneel Scoot	27	1 scooter per player	Exploration	None needed
Leg Power	27	1 scooter per player	Exploration	None needed
Lil' Scooter's Recycling Service	65	1 scooter per pair of players Music 4 to 6 different-colored hula hoops 2 or more copies of the symbol for recycling Variety of small items (beanbags, hacky sacks, juggling scarves) or a real collection of clean trash	Team	Yes
Locomotor Game	136	1 scooter per player Several large, laminated copies of coins 1 moneybag for the coins Many pinnies or jerseys	Interdisciplinary	Yes
Losing Air	27	1 scooter per player Hula hoops Noisemaker	Exploration	None needed
Make Cents Tag	136	1 scooter per player Several large, laminated copies of coins 1 moneybag for the coins Many pinnies or jerseys	Interdisciplinary	Yes
Marvin K. Mooney Scooter Activity	137	1 scooter per player The book <i>Marvin K. Mooney, Will You Please Go Now?</i>	Interdisciplinary	None needed

(continued)

Game Finder (continued)

Name	Page number	Equipment	Activity concept	Reproducible
Mat Trucks	47	4 or 5 scooters per team 1 or 2 mats per team 2 cones per team	Relay	Yes
Medic Scooter Ball	67	1 scooter per player 2 tumbling mats 8 scooters (4 scooters under each mat) Several Nerf balls	Team	None needed
Money Bags	133	1 scooter per player Play money 1 moneybag	Interdisciplinary	Yes
Mouse Trap	38	1 scooter per player 3 to 5 hula hoops	Tag	None needed
Moving With Adverbs	123	1 scooter per player	Interdisciplinary	None needed
Mule Kick	27	1 scooter per player	Exploration	None needed
Mushroom	31	1 parachute	Cooperation	None needed
Musical Scooters	124	1 scooter per pair A variety of music	Interdisciplinary	None needed
Number Roll	27	1 scooter per player	Exploration	None needed
Olympic Swimmer	27	1 scooter per player	Exploration	None needed
Pac-Man	38	1 scooter per player 1 to 3 pinnies	Tag	None needed
Para-Scoot	31	5 or 6 scooters 1 parachute	Cooperation	None needed
Partner Luge	31	Tug-o-war rope 3 scooters Tumbling mats	Cooperation	None needed
Pay to Play	69	6 to 12 jump ropes 6 to 12 hula hoops 6 to 12 rubber balls 1 scooter per player Play money Station signs displaying in dollars how much it costs to work out, one for each station. Containers or boxes for cashiers	Team	Yes

Name	Page number	Equipment	Activity concept	Reproducible
Player Choice	27	1 scooter per player	Exploration	None needed
President Tag	135	1 scooter per player Several large, laminated copies of coins 1 moneybag for the coins Many pinnies or jerseys	Interdisciplinary	Yes
Presidents' Name Tag	136	1 scooter per player Several large, laminated copies of coins 1 moneybag for the coins Many pinnies or jerseys	Interdisciplinary	Yes
Pretzel Play	32	1 scooter per player	Cooperation	None needed
River Rafting	71	2 to 4 scooters 6 to 10 cones 6 to 8 carpet squares.	Team	None needed
Rob the Cookie Jar	45	1 scooter per team 1 5-gallon bucket of beanbags 5 to 7 hula hoops	Relay	None needed
Rolling Shape	27	1 scooter per player	Exploration	None needed
Row Boat	27	1 scooter per player	Exploration	None needed
Scoot Across	93	5 to 10 scooters 1 tug-o-war rope	Team	None needed
Scoot the Solar System	116	1 scooter per player	Interdisciplinary	None needed
Scoot-A-Way	85	5 to 10 scooters 1 long tug-o-war rope 3 or more tumbling mats Many Nerf balls 20 to 30 cones	Team	None needed
Scooter Basketball	73	1 scooter per player Pinnies (or other identifiers) for half the class 1 or 2 Nerf balls 2 goals (2 garbage barrels or 4 tumbling mats)	Team	None needed

(continued)

Game Finder (continued)

Name	Page number	Equipment	Activity concept	Reproducible
Scooter Bowling	78	1 scooter per pair 1 ball per pair 3 or more pins per team 1 cone per team	Team	None needed
Scooter Dribble	28	1 scooter per player 1 ball per player	Exploration	None needed
Scooter Driver Guide	82	1 scooter per pair 2 or 3 cones for each group 1 blindfold per group	Team	Yes
Scooter Football	83	1 scooter per player 1 or 2 footballs 1 football belt per player	Team	None needed
Scooter Handball	88	1 scooter per player 2 hockey or lacrosse goals or tumbling mats used as goals 1 or 2 small Nerf balls Jerseys or pinnies for half the players	Team	None needed
Scooter Hockey	111	1 scooter per player 2 hockey goals or tumbling mats as goals 2 or 3 small hockey pucks Pinnies or jerseys for half the group 1 hockey stick per player	Team	None needed
Scooter Kneeball	90	Enough scooters for the entire group 6 to 10 tumbling mats Numerous Nerf balls Pinnies or jerseys for half the group.	Team	None needed
Scooter Line Tag	38	1 scooter per player 3 or 4 pinnies	Tag	None needed
Scooter Pathways	114	1 scooter per pair of players 6 or more numbered or different-colored cones Starting and direction cards (optional)	Interdisciplinary	None needed

Name	Page number	Equipment	Activity concept	Reproducible
Scooter Raceway	95	1 scooter per pair 10 to 15 cones 1 stopwatch or timer	Team	None needed
Scooter Relay Race	54	Numerous rings, beanbags, small items 1 scooter per team 2 hula hoops per team	Relay	None needed
Scooter Scatterball	80	1 scooter per player Several Nerf balls 3 to 5 jerseys or pinnies for the tagging team	Team	None needed
Scooter Slalom	109	3 cones per couple 1 scooter per couple 1 rope per couple	Team	None needed
Scooter Soccer	97	1 scooter per player 1 or 2 Nerf soccer balls Pinnies or jerseys for half the players	Team	None needed
Scooter Softball	99	1 scooter per player 1 Nerf ball 1 base 1 cone	Team	None needed
Scooter Spell Tag	125	1 scooter per player 3 to 5 jerseys or pinnies	Interdisciplinary	None needed
Scooter Store Food Pyramid	118	A whiteboard and marker 1 large blank food pyramid per team 1 scooter per team 1 hula hoop per team Different types of physical education equipment: beanbags, balls, jump ropes, juggling scarves, pinnies and so forth. Each item of equipment represent a food group	Interdisciplinary	Yes
Scooter Tug-o-War	101	1 long rope 1 scooter per player 2 cones	Team	None needed

(continued)

Game Finder *(continued)*

Name	Page number	Equipment	Activity concept	Reproducible
Scooter Village	102	Several cones 1 or 2 laminated directional arrows to indicate one-way streets 2 or 3 laminated stop signs for intersections Floor tape to map out crosswalks and railroad tracks A tunnel or 2 tumbling mats and a parachute to make a tunnel or a carwash Several buildings (food vendors, restaurants, health club, gas station, library, car repair) made from cardboard boxes Laminated signs to label different areas of the city	Team	Yes
Scooter Volleyball	105	1 scooter per player 1 to 3 balloons 1 or 2 beach balls 1 low net or 5 to 7 tumbling mats	Team	None needed
Scooter Xing	107	1 scooter per player	Team	None needed
Scootercise Tag	42	1 scooter per player 4 pinnies or beanbags Fitness cards (optional)	Tag	Yes
Scootermania	108	1 scooter per pair of players 2 hula hoops per pair 1 6 to 9 foot rope per pair Several beanbags	Team	None needed
Sharks and Seals	39	1 scooter per player	Tag	None needed
Sharks and Swimmers	40	1 scooter for every 2 players	Tag	None needed
Side Stroke	28	1 scooter per player	Exploration	None needed
Sitter	28	1 scooter per player	Exploration	None needed
Spider	28	1 scooter per player	Exploration	None needed

Name	Page number	Equipment	Activity concept	Reproducible
Spider Legs	32	1 scooter per player	Cooperation	None needed
Split Tag	40	1 scooter per player	Tag	None needed
Super Scooter	40	1 scooter per player	Tag	None needed
Surfer	28	1 scooter per player	Exploration	None needed
Timed Tag	40	1 scooter per player 4 or 5 pinnies	Tag	None needed
Toilet Tag	40	1 scooter per player 3 to 5 plungers or pinnies	Tag	None needed
Tootsie Roll	28	1 scooter per player	Exploration	None needed
Tornado Spin	28	1 scooter per player	Exploration	None needed
Train Tag	41	1 scooter per player 3 or 4 pinnies or noisemakers	Tag	None needed
Wall Push-Away	28	1 scooter per player	Exploration	None needed
Wheelbarrow	32	1 scooter per 2 players	Cooperation	None needed

Preface

“ The physical education curriculum should reflect the natural physical and mental development of children. To be effective in promoting lifetime activity habits early in life, selection of developmentally appropriate activities for elementary-age students is essential. ”

Appropriate Practices for Elementary School Physical Education (2000)

During my 22 years of teaching elementary physical education, I have found few specific books that help teach scooter activities. Physical educators may add scooter free play as an extra activity during gym time, but it is not usually an integrated piece of a school’s curriculum despite the scooter’s increasing popularity. Frequently when students engage in scooter play, they are not challenged with activity components such as cooperative play, teamwork, problem solving, physical fitness, and sportsmanship. We need to keep children involved in physical activity by offering fun, flexible activities that will capture their interest and boost their enthusiasm, their energy, and their desire to stay active through their growing years.

Too often physical education teachers find themselves teaching the same sports units year after year, and often scooters have been overlooked in the search for a refreshing, meaningful addition to any physical education program. We can expand our curriculum by modifying and adding lessons that continue to inspire and challenge children in areas of cooperative play. *Scooter Games* offers easy-to-implement ideas to help heighten a child’s creative and self-fulfilling world.

The games in this book were written for elementary students. However, I encourage you to take these ideas and adapt them for older grade levels.

Part I of *Scooter Games* provides general information that helps you understand the individual games. Chapter 1 highlights the importance of physical activity for healthy child development, describing how scooter activities can improve children’s social, emotional, cognitive, intellectual, and physical needs. It also includes a brief history of scooter development. Chapter 2 addresses the need for sportsmanship awareness. I discuss the meaning of sportsmanship and suggest that behavior can be changed by raising the level of awareness and developing supportive community programs for young athletes. The basic responsibilities of scooter use, including care of the scooter and issues of safety, are addressed in chapter 3.

Part II of *Scooter Games* is organized into six activity concepts: individual scooter exploration, cooperative scooter exploration, scooter tag activities, scooter relay activities, scooter team games, and interdisciplinary games. Within these six chapters are over 100 fun, productive, and challenging activities. Each lesson includes a discussion of safety issues, simple sportsmanship ideas, and suggestions for assessment.

The game finder includes the game name, the page number, a list of the necessary equipment, and the associated activity concept. Five appendixes provide additional resources for teaching and assessment.

Use of these lessons will stimulate the imagination, enhance interaction, and increase participation. These games incorporate exciting social opportunities into children's world of play while enhancing the physical education curriculum.

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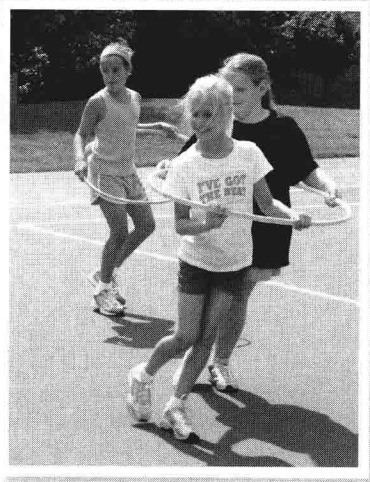
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