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17. The Snowy Day Walk

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RGANIZATION:

Music: N/A**Materials:** Painter's tape to create snowy day path**Books:** *The Snowy Day* by Ezra Jack Keats; *Harold and the Purple Crayon* by Crockett Johnson**Set up:** Tape a large path around the whole classroom with additional paths cutting across the middle of the classroom.

This game is played in a similar manner to the old time game "Fox and Goose". One child is designated as "it" (the fox) and must try to tag a peer. The twist is children may only move along the designated path when fleeing from "it" (the fox). Once "it" tags another child, that child becomes "it" and the game continues.

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ARIATIONS:

Children might be asked to move in different directions on the path.

This game can also be played

outside in the snow by creating a large footprint circle with paths cutting across the circle OR in a gym following the lines on the gym floor as "paths".

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TIPS:

Demonstrate first so the children understand the importance of staying on the path. Also, discuss what happens if they meet someone on the path (either allowed to step around or must turn back and go the other way).

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CHOOOSE:

Children choose which path they follow. Minimize the emphasis on winning and who is tagged or not. Explain the value of playing all together instead of winning and losing.

ASSESS:

Development and Learning Objectives:

- TSG 2c - Peer Interactions
- Early Learning Standard 10.4 - Relationships with Children, Benchmark 1

Physical:

- TSG 4a - Walks
- Early Learning Standard 8.2 - Large Motor Development, Benchmark 1



RELATE:

Children work together to flee “it” by pointing out or finding open pathways. Explain that being “it” or a “fleeer” is part of the game and that we should be gentle when tagging friends. Emphasize taking turns being “it” and thank each other at the end of the game.

ENERGIZE THE BRAIN (EF):

Children must inhibit their first instinct to run anywhere in the room by only moving on the designated paths and only by walking fast. Also, children must remember which direction they have been asked to move, i.e., forward, sideways, or backward.