

**M**ission:

## 38. Storm

### ORGANIZATION:

**Materials:** One fish for each child in a variety of four colors with four hula hoops of matching colors

**Books:** *The Rainbow Fish* by Marc Pfister

**Set up:** Each child will need a colored laminated fish; hula hoops are placed in the four corners of the open space with an additional hoop as the teacher's "bucket" of fish.



You are the fisherperson and the children are the little "rainbow fish" (red, blue, green, yellow). Children are asked to swim about their "ocean" and at various times and find their home (matching color of fish with hula hoops around). After the "rainbow fish" have swam about their ocean for a while, you call out "Storm!" and they swim back to their home to take shelter. You (fisherperson) also run for cover and stand near your bucket (hula hoop) near the middle of the open space. When the storm is over and the "rainbow fish" are allowed to swim in the ocean again, you tag various fish to take home and bake in your fish pie. Put them in your hula hoop. As you continue to try to tag the children, the fish's family (meaning all children carrying the same color of paper fish) may try to rescue the fish out of the fisherperson's bucket and return it to their same color home.

### VARIATIONS:

Instead of colored fish, shapes, numerals, or letters could be used.

### EXTRA TIPS:

Encourage children to swim far and wide, and away from other fish so their "fins" will not bump into each other. You could use small pieces of elastic to make fish into "bracelets".

## Storm

**C**HOOOSE:

Children might be allowed to choose their color of fish or which friends to rescue.

**A**SSESS:



### Development and Learning Objectives:

- TSG 24 - Scientific and Technology (inquiry skills)
- Early Learning Standard 12.6 - Scientific Measurement, Benchmark 1
- TSG 2c Peer Interaction
- Early Learning Standard 10.4 - Relationships with Children, Benchmark 1

### *Physical:*

- TSG 4b - Runs
- Early Learning Standard 8.2 - Large Motor Development, Benchmark 1

**R**ELATE:

Children are encouraged to rescue fish from their “color” family.

**E**NERGIZE THE BRAIN  
(EF):

Children must use working memory to remember which color they are, and decision making regarding which hoop matches their fish color and which fish they can rescue from the teacher. After playing the game a few times, change the rules, and with the command “storm”, instead of you chasing the children, have the children chase you! For additional practice of the executive function skills, add two rules. If you say “storm—sharks” you chase them and if you say “storm—mama fish” they run towards you to find a shelter close to you or another friend and then you go together to the hoop.