

Mission:

39. Swat the Fly

ORGANIZATION:

Materials: 8-10 pool noodles (based on number of children) of various colors, cut in half; equal Frisbees with a fly picture taped on the upside down Frisbee and a short rope attached either by drilling a hole in the side of the Frisbee or duct taped across the top of it. Fly pictures should also be of various colors to match the swatters.

Books: *There Was An Old Lady Who Swallowed a Fly* by Pam Adams

Set up: Children are divided into two groups (swatters and flies); children who are flies line up in a parallel line in front of swatters.



Half the children will be the swatters and half the children will be the flies. Swatters each need one half of a pool noodle, and the other half of the children will need a fly (upside down Frisbee with fly picture taped inside and attached to a short rope). On the signal “go” the flies begin running across a large open area. Within a few seconds, signal “go” for the second group of children (swatters) as they chase flies and attempt to swat the flies using their pool noodle swatters.

VARIATIONS:

Children can be asked to swat only flies who are the same color as their noodle, or they might be asked to swat flies who are different colors of flies from the swatter. You could also tape various animals from the story inside the Frisbees and on the end of the noodles; then could ask the child with a fly on their noodle to swat the Frisbee that has a fly.

EXTRA TIPS:

An easy way to help children understand who is chasing whom is to ask “flies” to run first and dismiss “swatters” a few seconds later. Can use scarves as flies and tag the scarf with hands.

Swat the Fly

C HOOSE:

Children, depending on the version, will have a choice in which fly they swat or in which color fly they swat.



A SSESS:

Development and Learning Objectives:

- 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 4
- TSG 6 - Throws (strikes)
- Early Learning Standard 8.2 - Large Motor Development, Benchmark 2

R ELATE:

Emphasize to swatters their goal is to work together and get all of the flies swatted.

E NERGIZE THE BRAIN (EF):

Children must inhibit their desire to hit flies that are not the correct color, and children must use working memory to remember whether they can hit any color, hit the same color, or hit a different color from their pool noodle.