Fitness Roll	Time 20 minutes	Facility  Classroom Gymnasium  Gymnasium  Gultipurpose Outdoors
Equipment 15 sets of dice, scrap paper, audio equipment (optional),		Physical Activity Level  Moderate  Vigorous

# Safety

- Remind students to be cautious when moving and to be aware of the personal space of others.
- If the activity is taking place in the classroom, ensure that there is adequate room for students to stretch and move safely.

# Warm-up

- Give each student two pieces of paper. Have students place the paper on the floor and place one foot firmly on each sheet. Challenge students to move or "skate" around the activity area, using different forms and directions, gradually increasing their speed.
- Lead, or have a student lead, a stretching routine (see Appendix C for sample stretches).

## Activity: Fitness Roll

- Have students work in groups of 2—3. Give each group a pair of dice and designate a safe area within the activity area for each group.
- Start the music. Each student in a group rolls one die. The student(s) who roll the highest number(s) jog around the outside of the activity area twice. The student who rolls the lowest number does an activity designated by the total of the two dice until the first student returns. If two students in one group roll the same number, they must both roll again. Activities may include:

2 – jumping jacks
 3 – sit-ups
 4 – wall push-ups
 5 – tuck jumps
 6 – line jumps
 12 – running on the spot
 12 – running on the spot

○ 7 – alternate heel touches

### Cool-down

- Have students take two pieces of paper, place the paper on the floor, and place one foot firmly on each sheet. Have students move or "skate" around the activity area, slowly decreasing their speed.
- Lead, or have a student lead, a stretching routine (see Appendix C for sample stretches).

#### **Variations**

• Have students make up their own list of activities.

Planning Notes and Reflection