

Eagle Bluff Olympics



EVENING ACTIVITY QUICK REFERENCE GUIDE

Kit Materials:

- Lesson Plan
- Wet-erase markers (6)
- Blue Webbing (5)
- Rope for starting/finishing line (2)
- Tennis balls (5)
- Bandanas (5)
- Tug O' War Rope
- Container with Saltine Crackers
- Binoculars
- Stop Watch
- Jump Rope
- Dictionaries (5)

Folders:

- Event Title Cards
- Charades Cards
- Transmogrification Cards
- Test Your Logic Cards
- Mushroom Mix-up Cards
- Animal Taboo Cards
- Nature Mysteries Cards
- Tree Keys
- Laminated Leaf Drawing
- Laminated Animal Tracks

Not in Kit:

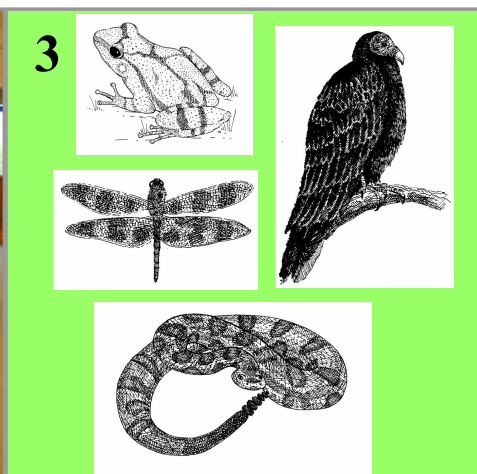
- Hula Hoop
- Score Board



Before the students arrive decide who is going to lead each activity. Have one adult leading the first activity while the other adult sets up for the second activity; and so on.



Welcome students and begin with a competition involving who can do the most jumping jacks in one minute.



Your students were just competing, have them think of ways that animals compete. Divide them evenly into animal teams.



Discuss with students the idea of "good sportsmanship" and have students set up guidelines for behavior.

EVENTS	Spring Peepers	Star Nosed Mole	Longtoed	Turkey Vulture	Turkey Vulture
5	Previous Score W/ Wining	Previous Score W/ Wining	Previous Score W/ Wining	Previous Score W/ Wining	Previous Score W/ Wining
Red - e - Ball	100	100	100	100	100
Previous Score W/ Wining	100	100	100	100	100
Three Legged Race	100	100	100	100	100
Previous Score W/ Wining	100	100	100	100	100
Tug - O - War	100	100	100	100	100
Previous Score W/ Wining	100	100	100	100	100
Water Bottle Toss	100	100	100	100	100
Previous Score W/ Wining	100	100	100	100	100
Minute Mystery	100	100	100	100	100
Previous Score W/ Wining	100	100	100	100	100
Hand and Foot Charades	100	100	100	100	100
Previous Score W/ Wining	100	100	100	100	100
Transmogrification	100	100	100	100	100
Previous Score W/ Wining	100	100	100	100	100
Test Your Logic	100	100	100	100	100
Previous Score W/ Wining	100	100	100	100	100
Maths All - Up	100	100	100	100	100
Previous Score W/ Wining	100	100	100	100	100
Animal Taboo	100	100	100	100	100
Previous Score W/ Wining	100	100	100	100	100
Nature Mysteries	100	100	100	100	100
Previous Score W/ Wining	100	100	100	100	100
Leaf P - Tree	100	100	100	100	100
Previous Score W/ Wining	100	100	100	100	100
Animal Tracks	100	100	100	100	100
Previous Score W/ Wining	100	100	100	100	100
Final Calorie Count					

Start each team with 500 calories. Each game costs calories, but calories can be earned back during each activity.

6	500 - 15 + 0 Previous Score W/ Wining = New Total	500 - 15 + 30 Previous Score W/ Wining = New Total
	485 Previous Score W/ Wining = New Total	515 Previous Score W/ Wining = New Total
	505 Previous Score W/ Wining = New Total	535 Previous Score W/ Wining = New Total
	505	535

After each activity subtract the cost of the activity and add any calories that were earned. Do a few or all the activities



Humans don't generally compete for calories. For what resources do we compete?

If anything was broken or missing, or if any of the supplies were low or were used up, please let your liaison know. Thank you for your assistance.