

EVENT #1

KEEP IT UP - FOR THIS ACTIVITY YOU WILL HIT A BALLOON UP IN THE AIR AS MANY TIMES AS POSSIBLE IN 1 MINUTE. IF THE BALLOON HITS THE GROUND RESET YOUR SCORE TO O AND CONTINUE ON UNTIL THE 1 MINUTE IS UP. RECORD YOUR HIGHEST SCORE IN THE 1 MINUTE TIME.

LEVEL 1 - 1 BALLOON LEVEL 2 - 2 BALLOONS LEVEL 3 - 3 BALLOONS

EVENT #2

SPOON AND SOCK
RELAY - DISTANCE 15
FEET APART, THERE AND
BACK EQUALS 1 TRIP.
PLACING THE SOCK ON
THE SPOON MAKE AS
MANY TRIPS AS
POSSIBLE IN 1 MINUTE
WITHOUT DROPPING THE
SOCK. IF YOU DROP
THE SOCK, START OVER
AT O. RECORD YOUR
HIGHEST SCORE IN THE
1 MINUTE TIME LIMIT.

EVENT #3

HOUSE RUN – RUN AROUND YOUR HOUSE AS QUICKLY AS POSSIBLE FOR TIME. RECORD YOUR TIME.

LEVEL 1 - 1 LAP

LEVEL 2 - 3 LAPS

LEVEL 3 - 5 LAPS