**In the Pond** K-6

**Objective:** For each student to carefully follow the instructions.

**Background:** This was originally an elimination game. That meant in a class of 20 students, the first student eliminated had to watch 19 more rounds without participating! – Not being best practice, the game was immediately modified.

**Setup:**

* A large circle painted on the gym floor works best
* Students should be evenly spaced and standing just outside the circle; not on the line.
* If you do not have a circle, use one long line or other lines on the gym floor. Perhaps a line on one side and one line on the other.

**Description:**

* There are only two valid commands the teacher can give:

- “**In the pond**” - means to jump to the inside of the circle (pond) using a two-foot takeoff and a two-foot landing.

- “**On the bank**” - means to jump backwards to the outside of the circle (bank) using a two-foot take off and a two-foot landing.

You will need to practice with them a few times.

* **The teacher participates but explains to students that they need to do what he/she says and not what he/she does. Emphasize this is a listening game.**
* The students must correctly respond to each command. If any student does any of the following that student must step back a few feet from the circle:

- student does not respond correctly to the command

- when the student jumps, he/she touches the line

- when student jumps, he/she loses his/her balance and falls over

- student hesitates then after seeing everyone else jump, then decides to jump

* The student who had to step back from the circle follows along as the teacher continues giving the instructions except that student is practicing away from the circle.
* Once another student incorrectly jumps, the ones who were on the outside of the circle come back to the circle. (It does not take long for this to happen.)

**Additional Commands**

A few other commands the teacher could give include:

“In the pickles” – “On the pond” – “In the bank” – “On the tank” (Make up your own!)

In these cases, a student would be incorrect if they jumped. Students may only jump if the teacher uses the exact words; “In the Pond” or “On the Bank.”

The teacher could also call out: “In the Pond” – and does not jump. In this case, if students are looking at the teacher and don’t jump, they would step back from the circle.

**Helpful Hints:**

* Do not allow students to stand too close together.
* Remind students this is a listening activity.

**Variations:**

* See how many commands can be given in a row where everyone follows along correctly
* Divide the class into two groups – They would alternate each time there is a miss.
* **Twin Ponds** – Have games going at two different circles. Any student who reacted incorrectly goes to the other circle.