

Scooter Skills

Activities & Games



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Introduction

Welcome to scooters! Gym scooters offer a unique platform for kids play on both figuratively and literally. It's the linear rolling, gliding and spinning experience that's so special in PE. Or maybe it's the oneness of having a personal little vehicle, creative control and choice with the scooter that's so utterly fun.

Designing a quality PE is about making good choices and difficult sacrifices on what to include throughout the year. There have been several gym scooter books available that offer a dizzying amount of soccer activities. And over the many years scooter activities and games have been published in various, books, magazines and on websites. It's critical that as physical educators we realize that time flies by during the school year. And scooter sports games such as basketball, hockey, soccer, handball, volleyball, football, pinball, kickball (throwing), dancing, are all much better played on the children's feet NOT on scooter boards. Scooters must be used sparingly and with excellent intention with best practices, mission focus and goals in mind. My general program recommendation with scooters; when in doubt play the activity on feet, not scooter boards.

Scooter problem. If you feel I'm somewhat against scooter activities, please take a few seconds to know my history and background is all that's needed for clarity. I'm passionate about the connection with gym scooters going back 30 year or so. I started out in my school with an existing class set of old wooden scooters. They were big, heavy and worn out, even back then. I had to buy a rolls of tape to hold plastic edge guards on.



However, good thing, my first original game derived from these wooden scooters! (6-Color Scooter Tag, see below) A few years later, I used my entire PE budget and ordered 30 new of the classic sets of the little 12" Cramer scooters. You know, with the little handles on the side. (They were the best at that time) However, kids kept tipping over and cutting their fingers. One student needed stitches. I spoke with a couple other PE teachers about this situation and tracked down the number and I called the owner of the company. I mentioned the situation we were having and he might have a faulty product.

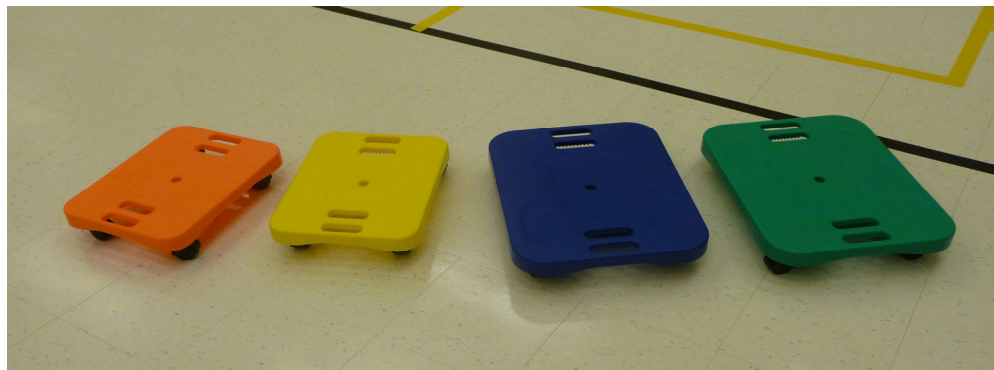
The following year all the pictures in all our PE catalogues went from showing handles to making them - handguards. Cramer scooters changed the recommended riding position, not the scooters. And then they starting making a larger scooter-16”.

Dale to the design: I had enough. I conceived and made the first design on chart paper, then hand made four progressive sizes of a rectangle scooters as working / testing prototypes-they worked fantastic. My students used them in all my scooter activities and games. In addition, I also bought every other scooter on the market and students and I tested them against my Sarratt scooters. The data and students exit results were impressive. I presented all this information and the designs/prototypes years ago to **Sportime.com** and it's been on the market selling successfully for a decade or so.

Design features and benefits of the Sportime Ergonomic Scooters:

- Two sizes for elementary school
 - Sportime smaller: Grades Pre K-2 **13” X 17”** # 1479010
 - Sportime larger: Grades 3-6 **17” X 22”** #1479011
- Rectangular, not square, round or triangle etc.
- Ideal for seated, laying or knee positions
- Athletic inboard grips, used thumbs
- Rectangular cone cave seat for centering rider on the scooter
- Lighter board=easier manipulate and faster
- Knee cups when kneeling
- “Heels to hold” in knee cups when seated and being pushed or pulled
- Chair caster wheels for ideal turning / spinning, much faster, easier (scooters should be ridden indoors for safety/ not on cement/blacktop)

The Ergie / Sarratt Sportime Scooters: Smaller and Larger sizes



Note the inboard athletic handgrips

So, let's glide along onto a few scooter activities and games that we may have time to squeeze into the school year. They are presented in *progressive / sequential* format as best as possible. Please note, some scooter type activities will be found in the **Cooperative Challenge** section. They use scooters as some of the devises for the cooperative challenge- not as the main activity.

Links to activities

- **6-Color Scooter Lines**
- **Scooter Stopping Game**
- **Scooter Free Riding & Exploratory Movements**
- **Scooter Big Space Game**
- **6-Color Scooter Tag**
- **Scooter Traverler Challenge-6 Teams**
- **Iditarod Challenge**

6 Color Scooter Riding Lines (Grade K-3 review grades 4-5) (Sarratt)

Introduction

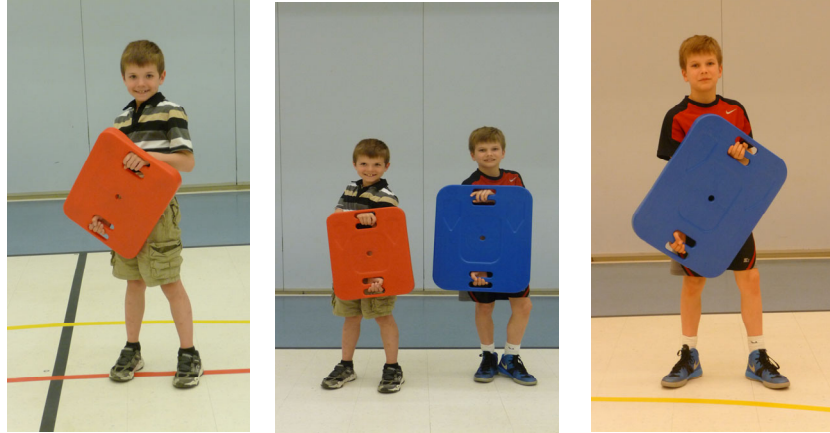
Of all the activities and structures, what is the best one to introduce and teach and basic safe scooter techniques to new riders and youngsters? Well, it's probably not in the scooter books, magazines, other websites or even your county curriculum guides, but I recommend starting off with my **6 Color Scooter Riding Lines**. It gives the beginning students lots of time and critical scooter control to learn and develop the fundamental riding skills. This is also a great structure for safety checks and reviews each year with all your returning older students on their basic skills. Good news from a programming point, students will know how to perform the structure from previous **Exercise Lines** fitness routines and now apply the information to scooter riding skills. Exercise Lines to Sports Lines.

Why are playing 6 Color Scooter Riding Lines?

- ✓ To learn how to sit on the board, be centered and use the proper "athletic" grip
- ✓ To learn and practice our basic riding positions
 - Seated
 - Alligator
 - Knees
- ✓ To learn how to stop and exit the board
- ✓ To learn how to quickly share the board with group mates
- ✓ To ride the scooter under control/safe speed

Equipment- recommended scooters

- **Sportime Ergie** smaller: Grades Pre K-2 **13" X 17"** # 1479010
- **Sportime Ergie** larger: Grades 3-5 **17" X 22"** #1479011
- **Sportime MegaScoot-11 XL / Coop Scooter** 18" X 28" #9-025943
 - ***Note for larger students/middle school
- Set of 6 color cones - med size - 2 sets



Sarratt Scooter Theory: One size scooter does not fit all students:

The smaller and larger Sportime Ergie/Sarratt scooter

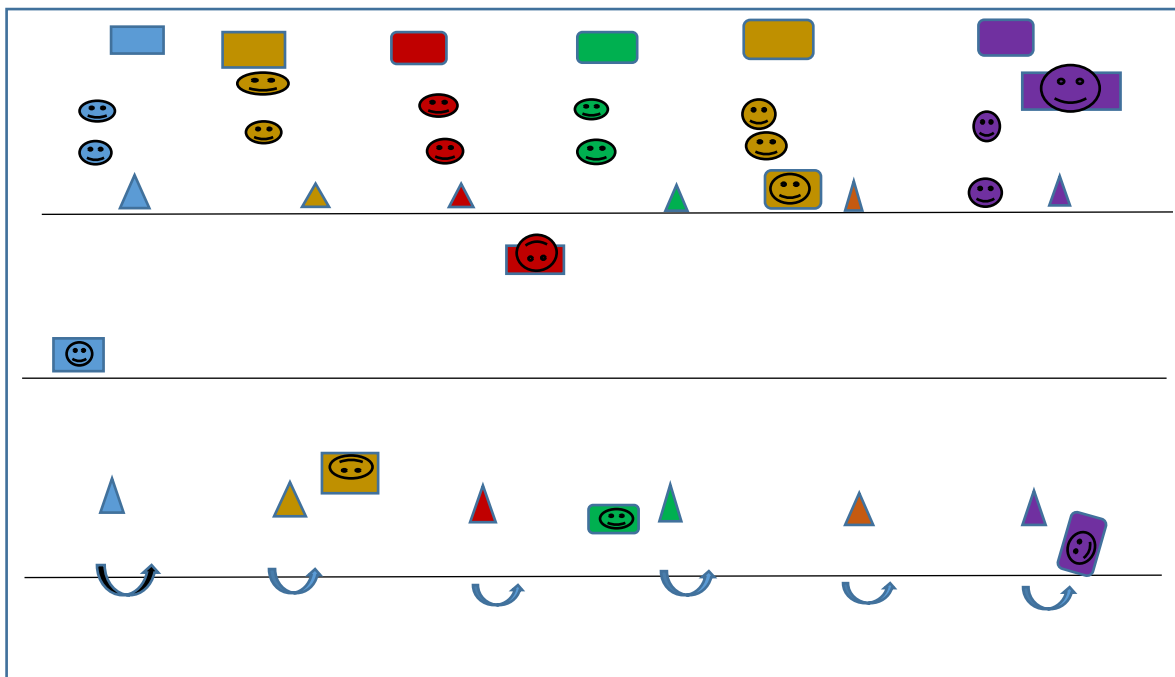
***Note a larger scooter may be needed for few select students

Sportime MegaScoot-11 XL Scooter 18" X 28" #9-025943

Organization (See below)

The goal structure is to set up 4-6 Scooter Skill Challenge lines/lanes with as much room as you have to fit. Often times setting up sideways is better than long ways to give each skill/lane a tad more room. I've done at many different schools especially for younger students in grades K-2. As the student's progress, skills and speed develop as we separate the starting cones from the turning cones.

Diagram 6 Color Scooter Challenge Lines



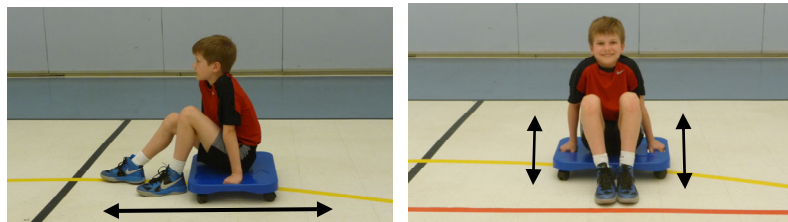
The three basic riding positions

- **Athletic grip.** Stand in front of the scooter then sit down grab, the grips using fingers and thumbs. (Sarratt/Ergie Scooter)



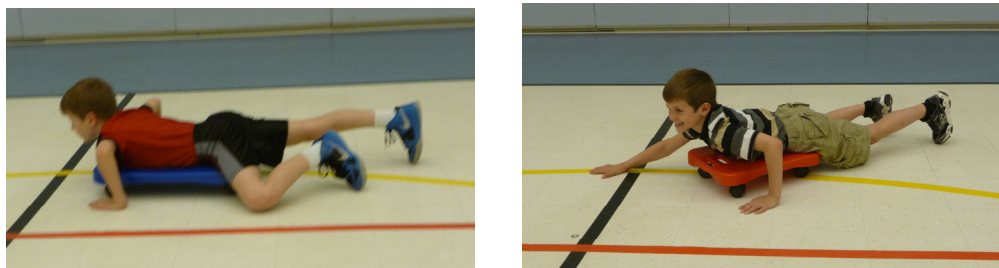
**Note the excellent “Athletic” hand grip
Fingers and Thumb=tight grip**

- **Seated, centered and stable = balanced.** Hold head over hips and pump your legs, a little forward lean is fine to get some weight over legs.
- Riding forwards and backwards



This is the common way students ride scooters in activities and games

- **Alligator:** Ride the scooter long ways. Allow the tummy to settle down into the concave seat for control. This is the second favorite method students ride the scooter. Kids really go fast this way.



- **Knees:** Riding the scooter long ways. Knees in the “knee cups” back and head down low, hands and fingers to the sides away from the wheels. Shoes up and toes not dragging.
 - ✓ Pull forwards, push backwards.



Great knee riding skills: backs & hips nice and low, knees in cups, toes not dragging, and fingers away from the wheels.

How we play 6 Color Scooter Riding Lines

Drill / Challenges:

- **One Scooter/group:** One ride per line goes down around turning cone and back and stops at the start/stop cone. Stays in lane. Next rider goes! Each player takes turn.
- **Goal:** is which team can **control** and **cooperate** with the scooter the best! Staying in lane, not too fast etc. Sharing and taking turns.
- **Seated:** Start with seated position first and good **hand grip** skill. Just this skill may take a while if students are new to scooter riding (out of practice) or new school/part-time school.
- **Alligators:** try the alligator skill, can they ride it properly? Long hair tucked into shirts.
- **Knees:** Try the knees maneuver, this more difficult skill, when students are prepared and being safe.

Variation/Progression

- Add a second scooter for higher time on task percent. When first rider get the tuning cone, the next ride goes! Two scooter per lane going adds much more excitement and they need to watch out for each other.

- Spinneroo and Go! On the tricks/ skills the riders perform the Sarratt Spinneroo. Which is half way down a 360 degree Spinneroo and Go! They can do this seated and especially when in the **Alligator** method!
 - Going down, Spinneroo!
 - Going down and back Spinneroo!
 - Spinneroo to left going down!
 - Spinneroo to the right coming back!
- **Stopping Skill Practice: stopping** at the cone drills for game play practice – while seated
 1. **Traveling forwards:** Place feet hard on the floor-stops quickly
 2. **Traveling backwards:** place feet hard, feet slide on the floor- stops slower (see the better way>>>)
 3. **Traveling backwards:** spin 180 & place feet hard on floor- stops quickly!

Teaching Tips

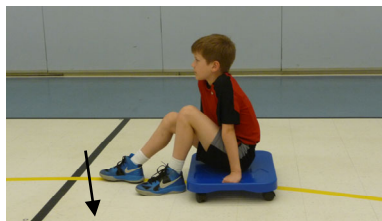
- Take your time with new students going through the riding methods/skills. Teachers have a tendency to rush kids through scooter activities and all kids of inappropriate wild riding tricks and the health gets filled up.
- Combine **Exercise Lines Fitness Routine** with some **Scooter Riding Lines and Skills**. Same basic structure.
- Closure we have much more scooter activities coming.

Scooter Stopping Game

Introduction

The goal is multiple tasks. Have the scooter riders on the seated position and scatter riding in general space. It's critical for them to learn how to stay inbounds, Yes Yes Land, and not ride out of bounds, No No Land/No Man's Land. And lastly continue to learn and practice the skill and art of stopping a scooter from the previous activity **Scooter Lines**. To practice stopping not bumping into each other, crashing into the safety cones, walls, other equipment and stereo carts, etc. As we know, some kids will instantly think of scooters as bumper cars as soon as they get their own scooter and start riding in space.

(For additional information on the **Stopping Game** see in the Spatial Awareness section)



Stopping: by pushing feet firmly to the floor!

Why are we playing Scooter Stopping Game?

- ✓ To practice being honest
- ✓ To practice spatial awareness skills on scooters
- ✓ To practice excellent scooter stopping skill in a fun little game
- ✓ To prepare student play further challenging activities and games on scooters

Equipment

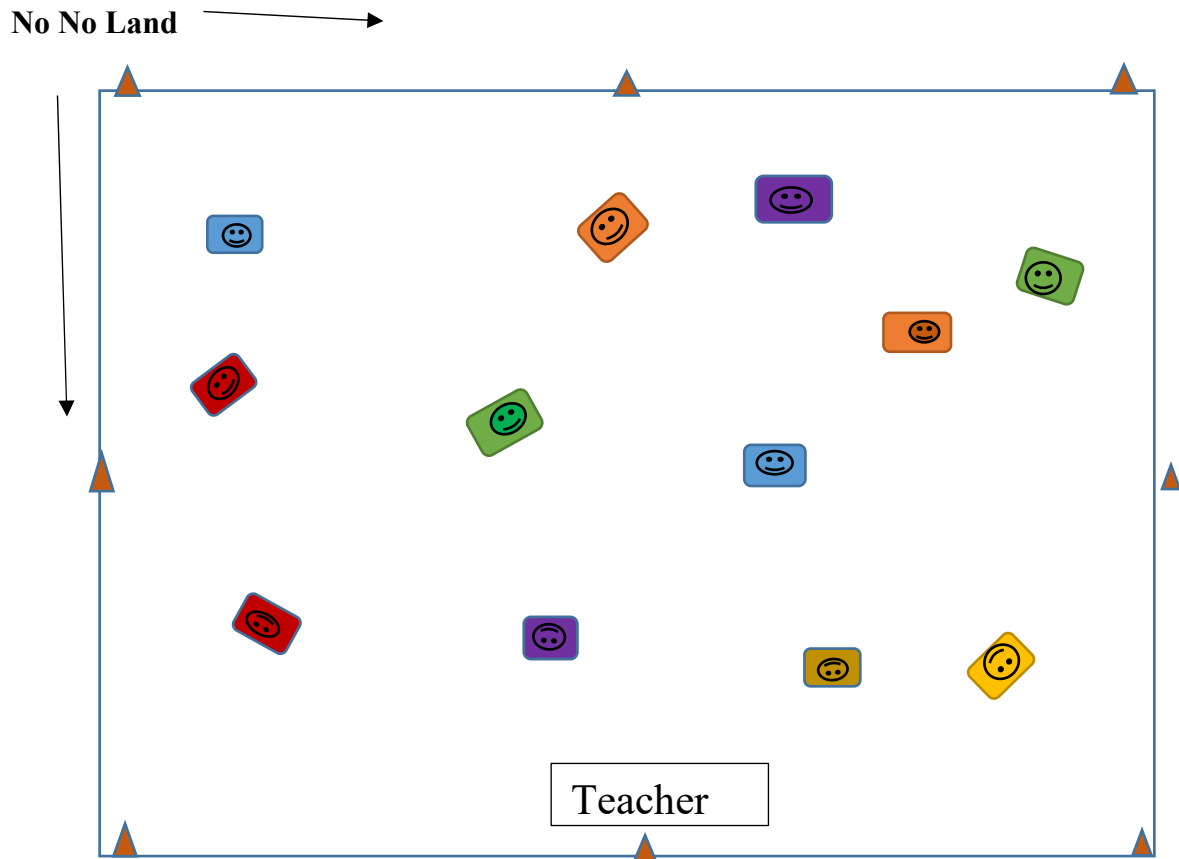
- Class sets of scooters:
 - **Sportime Ergie** smaller: Grades Pre K-2 **13" X 17"** # 1479010
 - **Sportime Ergie** larger: Grades 3-5 **17" X 22"** #1479011
 - **GOPHER SST** med.-large Grades 3-5 16" X 20" #GL57-330
 - **Sportime MegaScoot-11 XL / Coop Scooter** 18" X 28" #9-025943
 - ***Note for a few larger students
- Safety cones on the boundary lines
- Drum & stick or whistle for stopping riders
- Direction mini poster and diagram

Organization

Scooters are stored upside down, on backs, wheels up before and after classes. Each student picks up a scooter and carries it like a lunch tray to the play area. They repeat process putting away, carry the scooter upside down, wheels up, like a lunch tray; student do not ride the scooters to the wall putting away! They are stored along the edge of wall, upside down, wheels up, one long line, not stacked up high. This works efficiently for classes.

- **One whistle means = Stop!** As fast as you can!
- **Two quick whistles means = Stop & turn over your scooter on its back sit and behind it. And look at the teacher for quick instruction.**

Diagram of Scooter Stopping Game



Who's going to be the winner of the Scooter Stopping Game today!

Practice riding and practice stops! Start out with the kids practice riding and practice stops challenges before the game.

How we play the Scooter Stopping Game

Teacher Verse Students

Explain to the kids, great (car) drivers are excellent at moving fairly fast, controlling and stopping instantly. We've done some practice, now; it's time to test them. What better way than a game! A challenge! (Just like we did with other activities.)

Teacher or the Kids! If all the players can stop and freeze, then they win. If even one student rolls out of bounds, or takes some extra gliding time, or tips over on their scooter - the teacher wins. What!

Using your drum and drumstick (or just singing) start tapping a steady beat to get them rolling. Sing out loudly a silly little song, "*Who wants to be the winner of the stopping game, the stopping game, the scooter stopping game today...*" as the kids are scatter rolling and riding around to your beat of your drum. On a hard single loud beat, boom, (or whistle) they all stop on a dime! They need to jam on the breaks like a Porsche breaking for a cow in the road, and not to fall off the scooter! Remind students to maintain excellent PE **core stability** and **upright athletic balance, both hands in the grips** to assist their stops. They tighten their core as they stop. It's important for the kids to maintain good balance during stopping. To not let their heads flop backwards and tip-over upon stopping.

Who won? Kids or teacher? Keep a fun little score like before and have fun with it. Play a few games for additional practice and challenge keeping in mind the goal of learning: good spacing, stopping, boundary line awareness and scooter control.

Variation and progression

Keep it very simple, keep super fun.

Teaching Tips

Positively teach as you go along.

Conclusion: What do you think, are they now ready for some free riding, exploratory movements and creativity in space?

Scooter Free Riding & Exploratory Movements (Grades K-3 review 4-5 / Sarratt)

Introduction:

Welcome to next challenge level and goal structure of scooter riding, free riding and exploratory movements. With this activity, we challenge the youngsters to ride the scooters in space while scatter moving and performing good riding skills.

Why are we performing free riding exploring creative movements?

- ✓ To practice spatial awareness skills on scooters
- ✓ To learn how to sit on the board, be centered and use the proper “athletic” grip
- ✓ To learn and practice basic riding positions
 - Seated
 - Alligator
 - Knees
- ✓ To learn how to stop and exit the board
- ✓ To learn how to quickly sharing the board with group mates
- ✓ To ride the scooter under control/safe speed

Equipment:

- **Class set of scooters:**
- **Sportime Ergie** smaller: Grades Pre K-2 **13” X 17”** # 1479010
- **Sportime Ergie** larger: Grades 3-5 **17” X 22”** #1479011
- **Sportime MegaScoot-11 XL / Coop Scooter** 18” X 28” #9-025943
 - ***Note for a few larger students
- Safety cones on the boundary lines
- Whistle for stopping riders
- Directions: mini posters and diagrams

Organization:

Set-up is the same as above. Each student with a scooter. Make sure to have plenty of safety cones on the boundary lines as a visual reference.

How we play:

The goal is for scatter riding in multiple creative positions with learning spatial awareness. Just this little activity is fun, important, and allows children, even if brief, to explore and expand their previous riding experience.

Seated position: Start out again with the seated position, good grip; however, challenge the riders, to ride and find 4 different areas of the “gym.” Can you move forwards/backwards? Spin to the left, to right? Which way is easier?

Alligator position: Ride in their favorite position, challenging the riders, to ride and again, find 4 different areas of the “gym.” Can you move forwards/backwards? Spin to the left, to right? Can you spin and stay on the board? Which way is easier?

- Repeat with **knees:**
- **Upside down?**
- **Sideways/sidestroke?**

Variation/Progression:

Cooperative: partner's each with a scooter, **sitting back to back** with a partner: Hold each other's handgrips and try to ride around.

Teaching Tips:

Use your imagination and be creative.

Closure:

How is the confidence and capability of your students on the scooters, now? Are youngsters getting there? Were they able to explore, be creative, and use problem-solving and, most importantly, gain a tad bit higher time on task? If so, move on to an old favorite and apply it to scooters the **Big Space Game**.

Scooter Big Space Game

(K-3 quick review grades 4 & 5) (Sarratt & Gordan)

Introduction:

Welcome to the Scooter Big Space Game! We have one more critical piece and concept of our puzzle to play before **6-Color Scooter Tag!** And it's worth a few minutes prior to playing the tag games to further develop the excellent spatial awareness skills. Just like we did with children on their feet and children playing sports, we challenge them to scurry to find the biggest space against their buddies and it's just as fun on scooters. (See **Big Space Game** in Spatial Awareness section)

Why are we playing the Scooter Big Space Game?

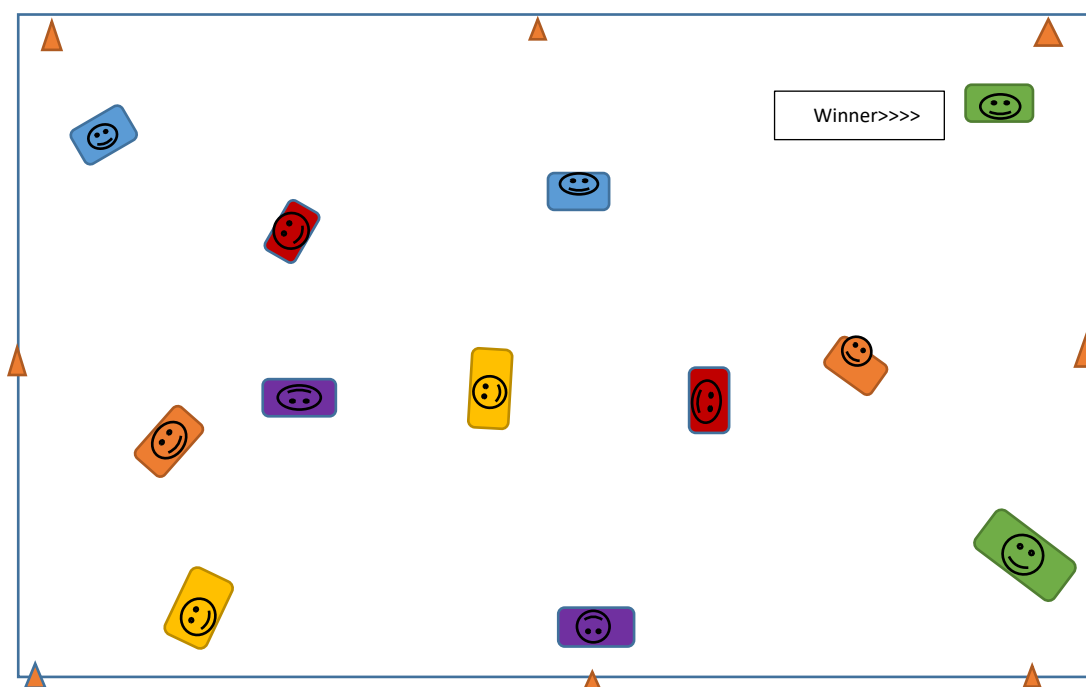
- ✓ To practice being honest
- ✓ To practice spatial awareness skills on scooters
- ✓ To further practice excellent scooter stopping skill in a fun little game
- ✓ To introduce students to playing challenging activities like tag games on scooters
- ✓ To help students develop graciousness at winning and losing

Equipment:

- Class set of scooters:
 - **Sportime Ergie** smaller: Grades Pre K-2 **13" X 17"** # 1479010
 - **Sportime Ergie** larger: Grades 3-5 **17" X 22"** #1479011
 - **Sportime MegaScoot-11 XL / Coop Scooter** 18" X 28" #9-025943
 - ***Note for larger students
- Safety cones on the boundary lines
- Whistle for stopping riders
- **Directions:** mini posters and diagrams

Organization:

Set-up as the diagram shows below. Each student with a scooter. Make sure to have plenty of safety cones on the boundary lines as a visual reference.

**How we play the Scooter Big Space Game?**

Game Goal: Our goal is very simple for this game but not easy: teach and challenge all youngsters to safely use both these skills by riding their scooter to the biggest *personal space* within the *Big Space*! On the *stop* signal the player(s) with biggest space is the winner of **Scooter Big Space Game!** (For more information see **Big Space Game** in Spatial Awareness section)

Just like with the previous game, the best way is start the game with singing a fun little motivating song, as soon as you start singing, the players start riding and scurry to find the biggest personal space and away from each other while staying in bounds. *“Who’s is going be the winner, who’s going to be the winner, who’s going to be the winner of the scooter big space game todayyy!!!!”* Blow whistle! And students stop and freeze, jam on brakes. Winner(s) are with the biggest space. Play multiple games.

Variation/Progressions:

Play game in different riding positions: alligator, knees.

Teaching Tips:

Make it simple and super fun. The ultimate goal the entire class is equally spread out and everyone is the winner of the Scooter Big Space Game!

Closure/transition:

- How is the student's concept and skill of scooter boundary line control, personal, and general spacing.
- How is each student's basic skill for riding a scooter with the seated position and ready for Scooter Tag?
 - ✓ **Seated**
 - ✓ **Centered**
 - ✓ **Balanced**
 - ✓ **Athletic grips**
- It's time for **6-Color Scooter Tag!** Let's roll!

6-Color Scooter Tag

(Grades K-5) (Sarratt)

Introduction

Welcome to 6-Color Scooter Tag! A quick personal message, this was my first game I invented as a teacher, my first year or so. I had the students wear one of the six colors of pinnies and use my old wooden scooters. The pinnies were so big on some kids they would get caught up in the wheels. Thankfully years later, they were able to play on my Ergie/Sarratt scooters and life was better.

From experience, regular **All It tag** does not work well with scooters. I discovered it's a failed system and structure and the game does not function. There's no natural/normal way to defend yourself, if everyone is it. On a scooter you don't have reaction time and speed to roll way, to flee from the all the offensive chasers/its- hence **6-Color Scooter Tag** was born.

Why are we playing 6-Color Scooter Tag?

- ✓ To practice being honest
- ✓ To practice spatial awareness skills on scooters
- ✓ To practice chasing and fleeing on scooter
- ✓ To help students develop graciousness at winning and losing

Equipment

- **Class set of scooters:** rainbow sets of scooters
- **Sportime Ergie** smaller: Grades Pre K-2 **13" X 17"** # 1479010
- **Sportime Ergie** larger: Grades 3-5 **17" X 22"** #1479011
- **Sportime MegaScoot-11 XL / Coop Scooter** 18" X 28" #9-025943
 - ***Note for larger students
- Safety cones on the boundary lines
- Tagging wands (optional)
- Whistle for stopping riders
- Directions: mini posters and diagrams

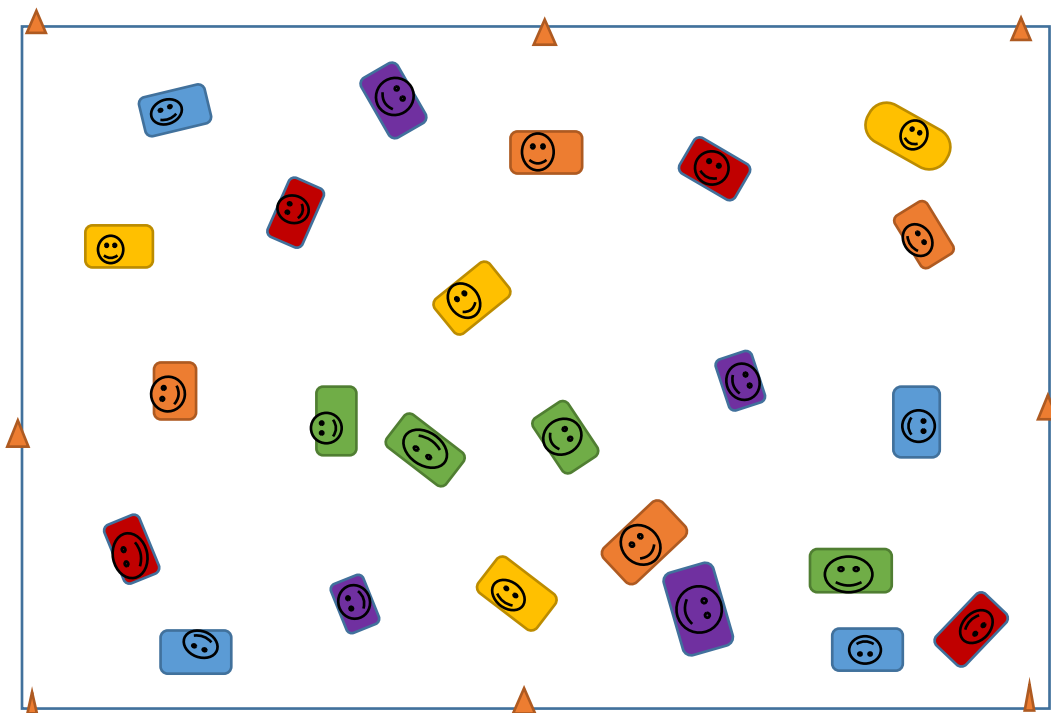
Organization

Students play 6-Color Scooter by using the seated position and good solid hand grips on the scooters. This is needed for one hand coming free to use to tag when being the chasers, the “its.”



- **Athletic grip.** Grab the grips using fingers and thumbs.
- (Sarratt/Ergie Scooter- Sportime)

6-Color Scooter Tag 4 teams of 6



How we play 6-Color Scooter Tag (For more info see tagging section)

Like the name suggests, there are 6 teams with the rainbow colors of scooters and one color team will take turn being “it” at a time. As mentioned above, this structure and system works well with the equipment. Not too many “its” at a time. Also to keep the game simple, especially for the younger players, when a player gets tagged out, they perform the honesty flash (with hand), freeze the riding and now flip the board over and then perform fun fitness. One exercise / age. Then back in the game. There is no saving/rescuing involved.

If you have 24 students you'll have four teams of each in the rainbow colors. Once you preview and model the basic rules and procedures it won't matter which team starts first. I've loved the game because of the anticipation and excitement especially the first couple of rounds when kids don't know what teams is going to be "it!" Each mini game is only 60-90 seconds or so.

Time remaining in class: replay, switching up the order of "its."

Rules and Procedure of 6-Color Scooter Tag

Why do we play games? To practice being honest!

- Ride only in safe seated position & use hand grips
- One team is "it" at a time. (Teacher will call your team when "it"!))
- The other five teams are on defense, flea from the "its"
- Tag with finger tips or use the taggers
- Tag on shoulders, backs or knees
- When tagged, flash hand high, freeze ride, count to five, flip board, fitness, back in game!
- If you ride out of bounds, flip board, fitness, back in game!
- On two whistles, stop and turn board over, listen to next game direction who will be "it?"

Variation/Progression

The key to this beautiful game, and why children from grades K-5 love it and look forward to it, I think each year, is its simplicity. People have a tendency to overcomplicate things and sports and games being one of them. Keep it simple, fun and exciting.

Teaching Tips

Teaching **6- Color Scooter Tag** as the first tag experience in the year is not a bad idea to the youngsters like kindergarteners and 1st graders. Once the kids have gotten good on the scooters, then we are really only teaching tag skills and concepts. And scooters slows the action down for the whole class and can make it tad safer.

Closure/Comments/Questions

- How did the students perform 6-Color Scooter Tag? How was the riding skills and safety once the game got started? How safe and gentle was the tagging? The honesty?
- I've presented each of these games in isolation for purpose and clarity, but often times combining many of these activities into one class is quite normal and an easy transition.
- We can now change from a lot scooter action, to a much slower paced, more creative cooperative and thinking skills activity.

Scooter Traveler Challenger - 6 Teams (Grades K-2) (Sarratt)

Introduction

Welcome to Scooter Traveler Challenger with 6 Teams! This is a fun activity to use their thinking skills, and cooperative skills. How well can they handle carrying and traveling with various items on the scooters? Then build a cool structure with all the stuff. It all adds up to super fun and extra challenging. It's not race nor do I grade or rate it, but that's up to you. Are you and your kid's ready to roll?

Why are we playing Scooter Traveler Challenger?

- ✓ To ride scooters in various ways while carrying items
- ✓ To problem solve
- ✓ To create various structures with our items
- ✓ To work with teammates and cooperate
- ✓ To play safely

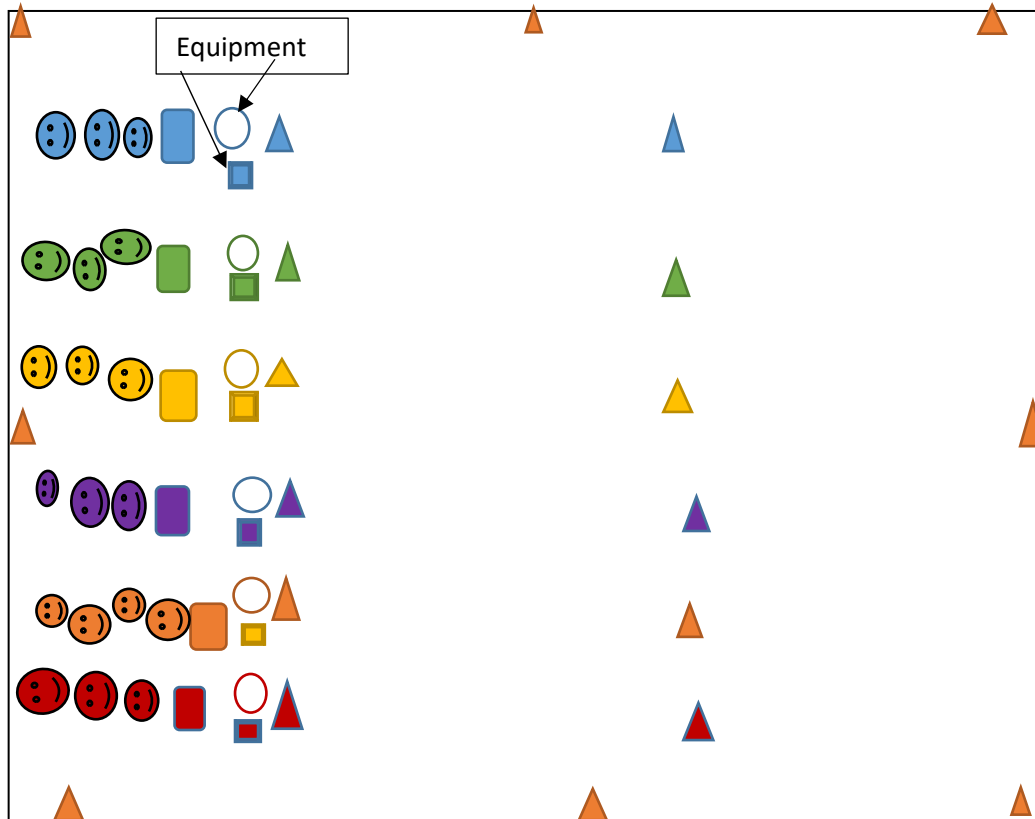
Equipment:

- Various creative equipment from our storage rooms to make age appropriate fun unique challenges.
- Examples: Two sets of traffic cones, milk/storage crates, foam Frisbees, rings, hoops, bean bags, spider balls, small foam balls, taggers, animals, etc. Anything the educator can think of to start and build scooter creative travel challenger.

Organization:

Use the familiar 6 color lines/lanes set-up. However, keep in relatively short, not too far apart depending on grade level. (See diagram and photo below)

Scooter Travel Challenger (Sample diagram)



Scooter Traveler Challenger (sample diagram)

How we play Scooter Cooperative & Thinking Challenge

Goal is for each student to take a turn riding down in his/her lane and place one item at the base of the cone and come back for the next rider.

Rules and Procedure:

- Before starting, teams can huddle up and make a mini plan on how to share and build their project.
- Most groups begin with the hula hoop around the turning cone. Tip, for younger students, you can place that first HH around the far cone if you want to assist them.
- Each player must ride the scooter, seated, laying or kneeling and safely.
- Each player carries one item at a time. (No throwing or kicking the items.)
- Place the item at the far turning cone and try to make a nice, cool looking structure. It doesn't matter how they build/create, it's not a competition; it's not a race.
- Stay on your scooter when building your structure.

- Come back to your start/stop cone and switch with next partner in line.
- When complete, turn your scooter over, and sit in a nice quiet straight line and wait for the last couple groups to finish the last couple pieces. (Teacher to stop activity.)
- Once each group is done, teacher walks by each structure and super positive compliments them, and drops some hints.
- All students and the scooters switch sides play going the other way! Challenge all students if they would like to create a tad bit better structure, now that they have seen all the other ones!
- Another superfast group huddle/team meeting plan is a good idea before they start.

Variation/Progression:

- For younger students, start out with just one or two simple safer riding position, like seated, alligator.
- Start out with less equipment, and add, gamify, more equipment, each round as they are able to handle it.

Teaching Tips:

- Be creative with this game/challenge.
- There is really no right or wrong way to do this. I've taught **Scooter Traveler Challenger** to several teachers and the all adored it and adapted slightly.
- For younger students, before they begin, place the hula hoop around the far turning cone.

Closer and reflection:

- How did the students handle riding, building, cooperating and following directions?
- Were the students creative, and able to problem-solve?
- Did this experience help them to become better sporting players for other activities?

Iditarod Challenge (Sarratt et al.) (Grades 4 & 5)

Welcome to the Iditarod Challenge!

With this activity we are going to test the ability of our older pupils to cooperate by pushing and pulling each other in a variety of ways using the scooters. It's going to be fun and adventurous and also quite difficult.

Why are we playing Iditarod Challenge?

- ✓ To challenge students to problem-solve and find solutions
- ✓ To challenge students to cooperate
- ✓ To allow students fun and adventure in small independent groups while maintaining safety, responsibility and respectfulness

Equipment:

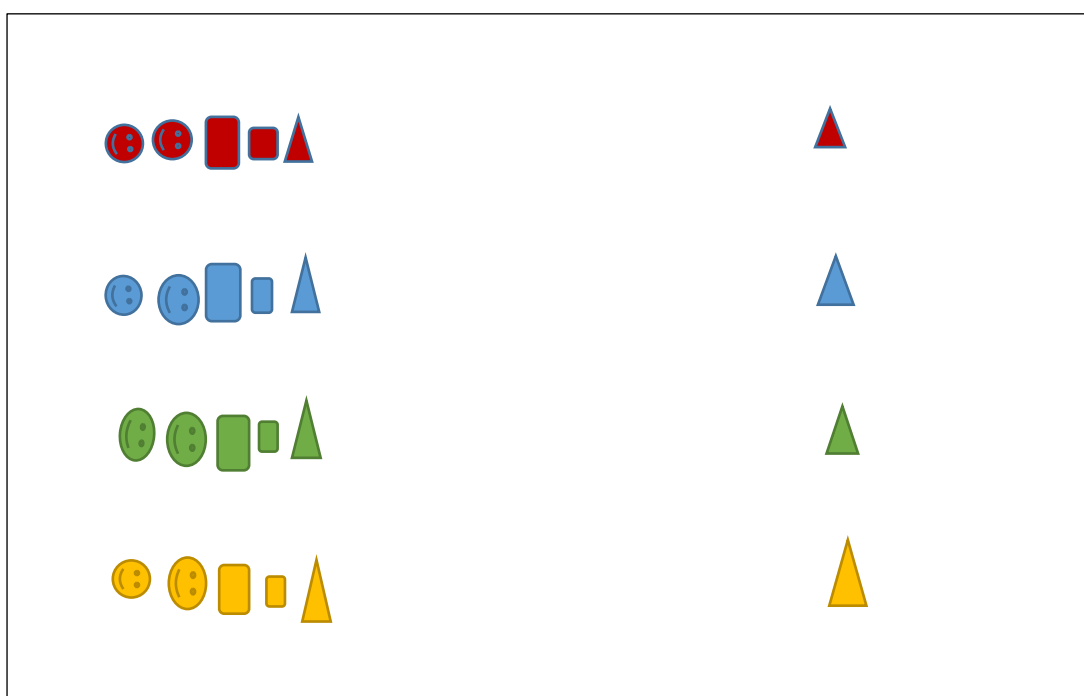
Scooters: various size and style scooters depending on task:

- **GOPHER Ultimate Scooter XL/** Coop 24" round GL82-010
- **Sportime** smaller: Grades Pre K-2 **13" X 17"** # 1479010
- **Sportime** larger: Grades 3-6 **17" X 22"** #1479011
- Jump ropes or cut ropes for pulling the riders
- Hula hoops for pulling the riders pulling riders

Organization:

For this structure using challenge lines will be the best way start out. Keeps it simple and each player gets multiple turns and tries.

Iditarod Challenge

**How We Play Iditarod Challenge:**

Much like the previous game, there is no exact set rule or policy on how to play the **Iditarod Challenge**. From the instructor mindset, we follow the same basic policies of safety, progression, gamifying and independence plus many other factors. We start out simple and build up to what the children can handle; challenging and testing all along the way.

One caveat, even with our best intentions, this activity in a second can turn in a mess, and a dangerous one.

Challenge: (see diagram above)

- Group goes down around the turning cone and slows down, comes back and stops at the start/cone.
- Fix scooters for next trip.
- Rotate player's one position forward. Next in line comes up and will become the pusher.

Two person Challenge: (see photo below)

Two scooters, one larger, one smaller, one pusher, one rider. The seated rider bends knees, leans forward and places feet flat on the front scooter and holds scooter. This locks them together. Some players may lay their legs flat and this works fine. The pusher pushes on the seated players shoulders, but **NEVER** let's go of the rider sending him/her away like a "free missile."



Sit on the big scooter, feet on the small scooter.

Pusher: Hold on the shoulders/back, don't let go.

Three person challenge: three scooters, two larger, one smaller, one pusher, two riders. The rider in the back wraps legs around around the front rider. And rest legs on the scooter in front and helps to lock all the scooters together.

Four or five person challenge: (See below) The riders in the back wrap their legs around the front rider to lock the scooter together. Hold tight!



Large group challenge: This changes the challenge and much more difficult, really fun and adventure. The front rider now rotates and becomes the “**puller.**” The “**pusher**” and “**puller**” must work in concert, in excellent cooperation together or the sled will falter. The puller in the front walks slowly at the same speed as the pusher in the back of the sled. As you saw from the equipment list there are several options for the puller to use.

Jump ropes, hula hoops or regular ropes. With Jump ropes and hula hoops it’s a great idea to double them up for additional strength and tape them together. I bought slightly thicker ropes and made my own custom sets for this challenge and they function very well. The front scooter rider will hold onto the ropes or hula hoops and the puller will gently wrap around his/her waist and walk forward pulling as the pusher pushes.

Variations/Progressions:

Start out with the simple two sled, two person challenge and gamify / building-up.

Teaching Tips:

Once the groups get to the larger challenges, it might necessary to combine groups. I also found that the kids would sometime use two pushers and one puller.

Set-up different challenge courses. Obstacles, rectangle with large cones. Many ways to challenge with Iditarod challenges.

Closure and Assessments:

- How did your student handle the various level of scooter **Iditarod** challenges?
- Were they able to play safely at the same time complete the various level of challenges?
- How did they share in the various jobs, pushing, pulling and riding?

Scooter activity closure:

There you have it, a delightful variety of a few scooter experiences. Time is very short in the school year, the school goes by fast and to squeeze in activities, no matter how fun and wonderful is difficult. All the best, *Dale*

