

HOW WILL YOU GET THERE?

RUN



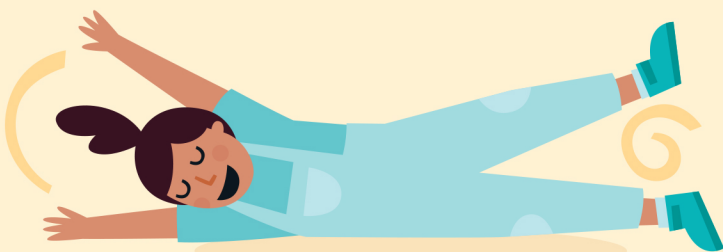
WALK



CRAWL



ROLL



HOP



JUMP



SKIP



CRAB WALK



CART WHEEL



HOW WILL YOU GET THERE?

HOW TO PLAY

1. Choose a partner.
2. Mark a starting point on the floor using masking tape.
3. Using a measuring tape, measure the distance for movement and mark the stop point with masking tape.
4. Choose your first job: Recorder or Mover. You will take turns doing each.
5. From the chart, choose a way to move. For example, you may want to hop the distance.
6. Recorder gets a timer (use your watch, phone, or a free online timer), a recording sheet to share, and a pencil. Recorder writes down the name of the Mover, the movement picked, and the distance.
7. Partners estimate how long they think it will take the Mover to cover that distance. Remember an estimate is a "thinking guess." Recorder writes down the estimate on the recording sheet.
8. Mover lines up on the start line.
9. Recorder says, "Go!" and starts the timer. Mover moves from the start line to the stop line as fast as they can, using the chosen movement.
10. When Mover reaches the stop line, Recorder stops the timer and writes down the time it took to go from start to finish. Recorder then calculates and writes down the difference between the estimate and the actual time.
11. Switch jobs and play again. You can do the same move, and try to get faster, or choose a new move. You can even create your own moves.

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RECORDING SHEET

Name _____ Name _____ Date _____

MOVER	MOVEMENT	DISTANCE	ESTIMATED TIME	ACTUAL TIME	DIFFERENCE
Kim (Example)	Hop	20 ft.	10 seconds	15 seconds	5 seconds