

Yinghua Field Day Schedule For Middle School (Plus 4th Grade)
Friday, June 7th, 2019

7th grade	6th grade	5th grade	4th grade
8:30 - 9:00 Final homeroom activity and Beltrami expectations	8:30 - 9:00 Final homeroom activity and Beltrami expectations	8:30 - 9:00 Final homeroom activity and Beltrami expectations	8:30 - 9:00 Final homeroom activity and Beltrami expectations
9:15 Parade of Nations	9:15 Parade of Nations	9:15 Parade of Nations	9:15 Parade of Nations
9:45 7th graders help with lower school relays	9:45 Walk to Beltrami and set up homeroom base	9:45 Walk to Beltrami and set up homeroom base	9:45 Walk to Beltrami and set up homeroom base
10:40 7th graders walk to Beltrami for free time and lunch. 7th Grade homeroom teachers should stay with their classes and walk them to Beltrami Park.	10:15-10:50 Capture the flag or Prey and predator (Lead by Kevin Balk)	10:15-11:00 Capture the flag or Prey and predator (Lead by Kevin Balk)	10:15-11:00 Capture the flag or Prey and predator (Lead by Kevin Balk)
		11:00-11:30 Free time	11:00-11:30 Free time
	10:50 Lunch	11:30 Lunch	11:30 Lunch
11:35 Clean up	11:30 Clean up	12:00 Clean up	12:00 Clean up
11:45 6-7th Board buses for Urban Air	11:45 6-7th Board buses for Urban Air	12:20--2:20 Stations led by teachers and parent volunteers	12:20--2:20 Stations led by teachers and parent volunteers
12:15 Arrive Urban Air	12:15 Arrive Urban Air		
12:30 Jump session	12:30 Jump session	2:20 Clean up park	2:20 Clean up park
2:30 Load buses	2:30 Load buses	2:40 Walk back to Yinghua	2:40 Walk back to Yinghua
3:00 Return to school	3:00 Return to school	3:00 Return to homerooms	3:00 Return to homerooms
Teachers will go to Urban Air in the afternoon: Kevin Balk, Lu Yang, Xu Zhu, Mr. Byykkonen, Dong-Ying Pai, Sirui Chen		Teachers will stay at Beltrami Park: <i>See All teachers on Duty at Beltrami Park Schedule</i>	

4th and 5th grade will stay at Beltrami Park from 10:00-2:45.

6th and 7th grade will go to Urban Air after lunch.

All will have lunch at Beltrami Park.

All Teachers on Duty at Beltrami Park

Friday, June 7th, 2019

Behavior and Head of Field Day: Jeremy Brewer

Activity Coordinators: Jenni Hoyt, Dong-ying Pai, Changyuan Ren

Nurse at Beltrami: To be determined

Homeroom Teachers:

4A	4B	4C	4D	4E	5A	5B	5C	5D
Wenjuan Wang	Mi Gu	Ai-Ai Lin	Pei-Jung Chung	Wenyun Dong	Changyuan Ren	Yuman Zhao	Hailei Xie	Mengyao Chen

Homeroom teachers' responsibility:

- Walk students to Beltrami Park and find a picnic spot as homebase at the park for their class; place student belongings at their spot.
- Bring students to different stations according to the time schedule.
- Support the station teachers to get the students play the game and follow rules and direction.
- Manage student behavior
- Cheer for students
- Supervise students as they help clean up the park and then walk their students back to YA at the end of the day.

Station Duty Teachers and Parent Volunteers:

	Station Transition Facilitator	Station 1	Station 2	Station 3	Station 4	Station 5	Station 6	Station 7	Station 8	Station 9
		Pool	Tug of War	Water Sponge Relay	Hula Hoop Teamwork	Water Cup Relay	Ping-pong Balance Relay Race	Tire-turn Relay Race	Three Legs Relay Race	Sack Jump
Teachers in charge of the game	Alan Sandau	Yuning Zhang	Yipeng Li	Priscilla Lundquist	Linda Sandager	Anthony Larkin	Shumei Lai	Yehua Wei Jing Zhang	Pamella Yang Yingkai Guo	Andrew Scheid
Parent Volunteers				Matt Hinton	Jodi Stoa Swenson	Tanya Hinton				

Station duty teachers' responsibilities:

- Learn the station game rules
- Set up and clean up the station on field day
- Explain station game rules to the classes
- Lead students to play the game and make sure they follow rules and play safely
- Cheer for students.

4th and 5th Grade Field Day Station Game Schedule Friday, June 7th

Time		4A	4B	4C	4D	4E	5A	5B	5C	5D
Period 1	12:20-12:40	Pool	Tug of War	Water Sponge Relay	Pool	Water Cup Relay	Ping-pong Balance Relay Race	Tire Turn Relay Race	Three Legs Race	Sack Jump
Period 2	12:40-1:00	Tug of War	Water Sponge Relay	Hula Hoop Teamwork	Water Cup Relay	Ping-pong Balance Relay Race	Tire Turn Relay Race	Three Legs Race	Sack Jump	Pool
Period 3	1:00-1:20	Water Sponge Relay	Hula Hoop Teamwork	Pool	Ping-pong Balance Relay Race	Tire Turn Relay Race	Three Legs Race	Sack Jump	Pool	Tug of War
Period 4	1:20-1:40	Hula Hoop Teamwork	Water Cup Relay	Ping-pong Balance Relay Race	Tire Turn Relay Race	Three Legs Race	Sack Jump	Pool	Tug of War	Water Sponge Relay
Period 5	1:40-2:00	Water Cup Relay	Pool	Tire Turn Relay Race	Three Legs Race	Sack Jump	Pool	Tug of War	Water Sponge Relay	Hula Hoop Teamwork
Period 6	2:00-2:20	Ping-pong Balance Relay Race	Tire Turn Relay Race	Three Legs Race	Sack Jump	Pool	Tug of War	Water Sponge Relay	Hula Hoop Teamwork	Water Cup Relay

Homeroom Teachers should lead students go through the station games according to the schedule.

Station Game Instructions

	Game Station	Rules	Materials Needed
1	Pool	Don't drown!	
2	Tug of War	The rope will be laid out with the cone in the center. Divide the students into two groups with even number. On the start students will be pulling on the rope. Once the whole class is past the centerline the other team wins. If time allows switch up the teams a play again. Play three rounds.	1 Rope, center point line, 1 cone
3	Water Sponge Relay	Students will be in groups of four lined up behind their bucket. On go, first person in line will run the sponge down to the tub and soak it in water, they will then run back and squeeze all the water out into their bucket and give it to the next person in line. Teams are trying to fill their bucket up the fastest. The team with the most water in their bucket at the end of 10 minutes wins. Or the first team that fills their bucket up wins.	4 big buckets, 4 small buckets, 6 large sponge, water, 8 cones
4	Hula Hoop Teamwork	Divide students into three groups. Explain that the hula hoop must not touch the ground, nor can the circle of hands be broken. The person on one end of the line then places a hula hoop on a teammate's shoulder and the group joins hands to form a circle. Each person must maneuver through the hula hoop without letting it touch the ground to move around the circle until it reaches the beginning again. First group that moves the hula hoops three times wins the game.	6 hula hoops
5	Water Cup Relay	Divide students into 3 or 4 groups. Line up. Each of them will hold a cup. The first student in line will fill the cup with water in front of them. Then the student will pour the water to his back over his head. The student behind will catch the water with his cup. The last student in line will pour the water into a small bucket. First group who fills up the bucket wins the game. Or the group who has the most water wins when time is up.	50 plastic cups, 4 small buckets, 4 big buckets, water
6	Ping-pong Balance Relay Race	Students will be broken up into 4 groups. Students will then race around a cone and back trying to balance a ping pong ball on a spoon. First team to have all of their players race to the cone and back wins. After first round of races, you can switch teams or combines teams to have a 2 team race if there is more time.	Several ping-pong balls, several spoons, 8 cones
7	Tire Turn Relay Race	Students will be broken up into 4 groups. Students will then race around a cone and back trying to turn a tire while running. First team to have all of their players race to the cone and back wins. After first round of races, you can switch teams or combines teams to have a 2 team race if there is more time.	4 car tires, 8 cones
8	Three Legs Race	Divide the students into two big groups. Pair students with similar height and weight. Tie their legs with a rope. So the two students will have three legs. Then they can race to the cones and back. First team to have all of their players race to the cone and back wins.	20 pieces of rope that can tie students legs, 8 cones
9	Sack Jump	Divide the students into four groups. Have the first student in line get into the sack. On the start have them hop down around the cone and back. Then switch until everyone has completed the race. The team that finishes first is the winner. After first round of races, you can switch teams or combines teams to have a 2 team race if there is more time.	6 sacks, 8 cones

Station Game lead teachers: Please read and learn how to play the games! Thanks.