



little
SHREDDERS

ADDITIONAL GAMES

GAME

AVALANCHE

YEAR LEVEL

F – 6

TIME ⌚

10 MINS

EQUIPMENT

NONE

DESCRIPTION

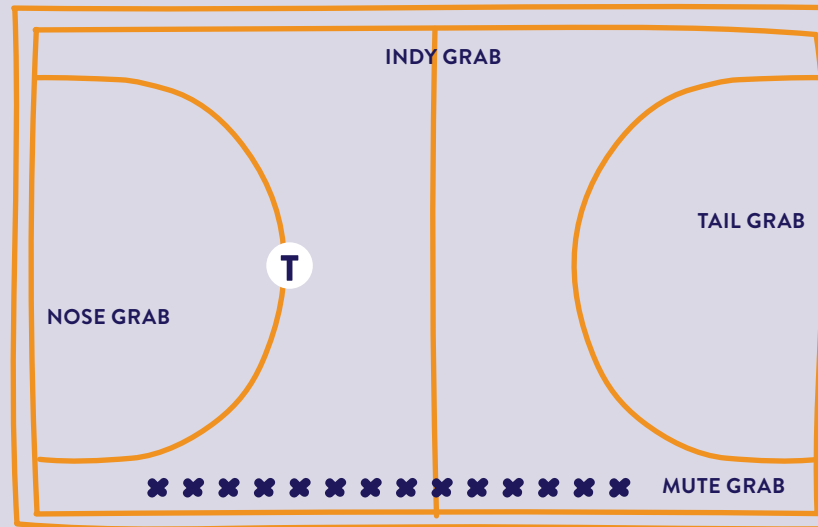
Teacher will stand in the middle of the gym while instructing students where to go.

One base line is nose grab and the other is tail grab. One sideline is indy grab and the other is mute grab. Have students run to different grab locations to familiarise with language and action.

At this point add three different commands, such as snowboard stance, flexion & extension and foot-to-foot.

Each command will be attached to a movement. For example when the teacher says 'snowboard stance', all the students will stop and demonstrate movement.

Continue to have students help you add new commands to keep the game exciting.



x = STUDENT

T = TEACHER

CURRICULUM CONTENT

F-2: ACPMP009, ACPMP014, ACPMP027, ACPMP032

GAME

RIGLET ESCAPE

YEAR LEVEL

F – 4

TIME 

10 MINS

EQUIPMENT

NOODLE

DESCRIPTION

Begin by letting the students know that when you're in the snowboard stance and when your left foot is leading that you're riding "REGULAR", and if you're right is leading you're riding "GOOFY".

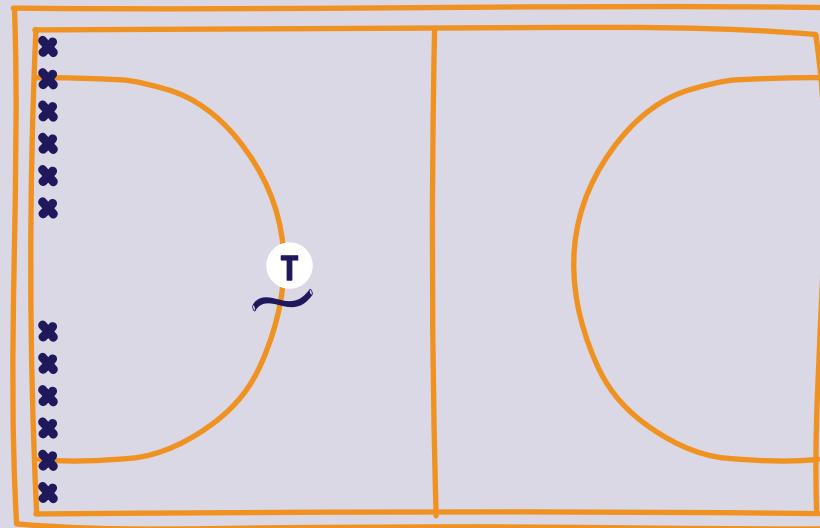
The students will be split into two groups and begin on the baseline.

One group will be regular riders and the other goofy riders. The teacher will begin as the abominable snowman.

When the teacher calls "goofy riders" all the goofy group will side step to the other side of the gym with their right foot forward.

The teacher uses the pool noodle as a tagging stick to catch students.

When a student is tagged they become a tree. A tree cannot move their legs but can use their branches to tag other students.



x = STUDENT

T = TEACHER

~ = NOODLE

CURRICULUM CONTENT

F-2: ACPMP009, ACPMP008, ACPMP027, ACPMP025

GAME

SNOWCONE DASH

YEAR LEVEL

F – 4

TIME

10 MINS

EQUIPMENT

RIGLET BOARD ON FOAM BLOCKS, SPOONER BOARD, CONES, NOODLES, FOAM BALLS, HULA HOOPS

DESCRIPTION

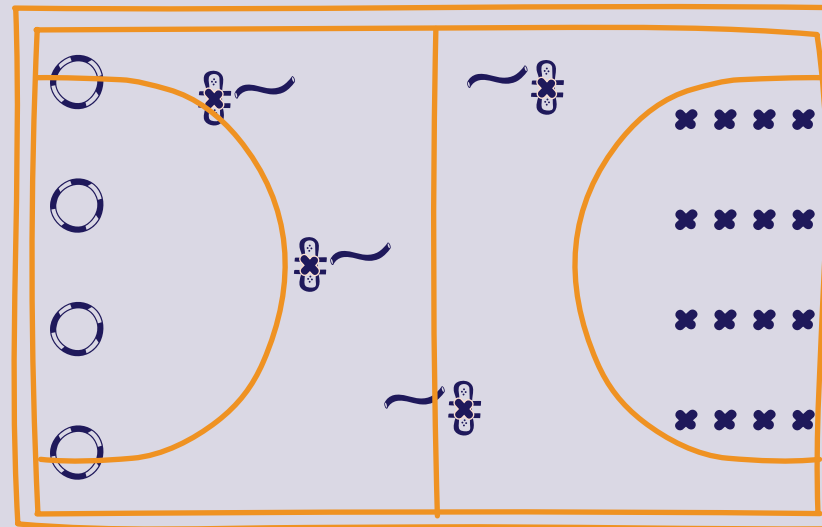
Tell students that they have a snow cone. They need to watch out for trees who may knock it out of their hands.

Trees will stand on Riglet boards on foam blocks and Spooner boards spread throughout the gym. Trees will have a pool noodle each.

The rest of the students will have an upside down cone with a foam ball on top to represent the snow cone.

Students will run base line to base line without being tagged and place their snow cone in a hoop. If a tree tags a student then the two will switch roles.

Rotate trees throughout game.



CURRICULUM CONTENT

F-2: ACPMP009, ACPMP008, ACPMP027, ACPMP025

3-4: ACPMP045, ACPMP043

- = STUDENT
- = CONE
- = HULA HOOP
- = NOODLE
- = BALL
- = SPOONER BOARD
- = RIGLET BOARD ON FOAM BLOCK

GAME

WIPE OUT

YEAR LEVEL

F – 6

TIME 

5 MINS

EQUIPMENT

NOODLES

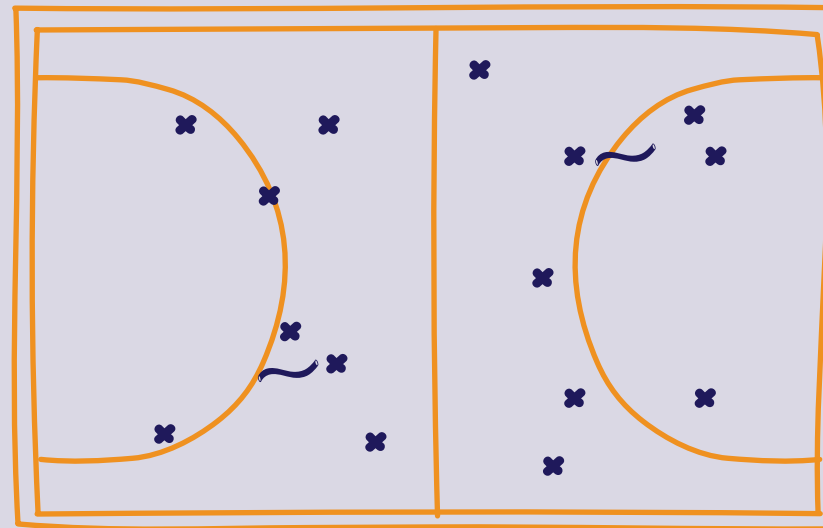
DESCRIPTION

There will be two taggers who will be snowmen. The rest of the class will be riders.

When a snowman tags a rider, then they must lay on their back with their arms and legs up in the air. This will represent a rider who has fallen over. The focus of the game is work on helping others by assisting riders get back up. To heal another rider, another rider must go in front of them and extend their hand to help them up.

The teacher should demonstrate how to safely help someone up. Emphasize being in front of them and not behind them so that no shoulder injuries occur.

Sometimes when we snowboard we fall down and need some help getting back on our feet. Pause the game every few minutes to change the snowmen.



x = STUDENT

~ = NOODLE

CURRICULUM CONTENT

F-2: ACPMP009, ACPMP014,
ACPMP027, ACPMP032

GAME

SIMON SAYS

YEAR LEVEL

F – 6

TIME 

10 MINS

EQUIPMENT

NONE

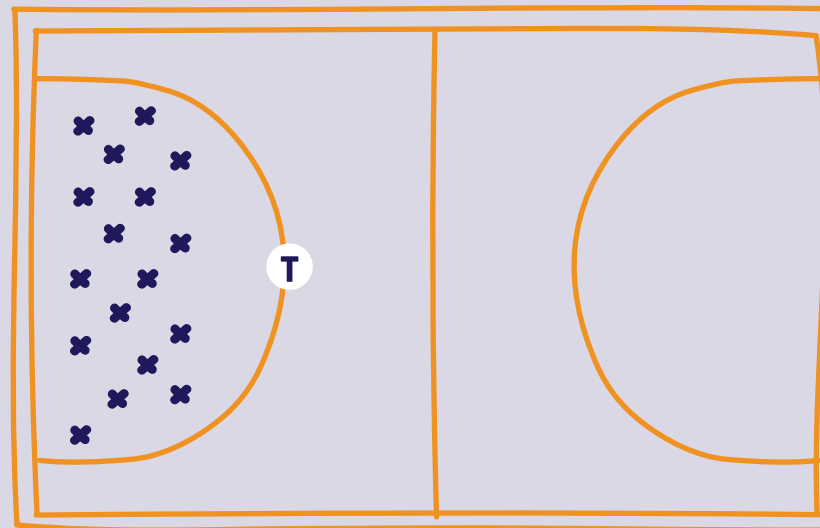
DESCRIPTION

Teacher chooses a movement and models the movement while saying “Simon Says”, use snowboarding skills students have practised in skill development including:

- Snowboard Stance,
- Foot-to-foot,
- Flexion & Extension,
- Toe-to-Heel
- Grabs
 - Nose
 - Tail
 - Indy
 - Mute

If student does the incorrect action or the teacher does not say “Simon Says”, then the student will be out.

In order to create inclusion, students who are out can get back in by completing 10 star jumps.



x = STUDENT

T = TEACHER

CURRICULUM CONTENT

F-2: ACPMP009, ACPMP014,
ACPMP027, ACPMP032

GAME

FOLLOW THE LEADER

YEAR LEVEL

F – 6

TIME ⌚

10 MINS

EQUIPMENT

NONE

DESCRIPTION

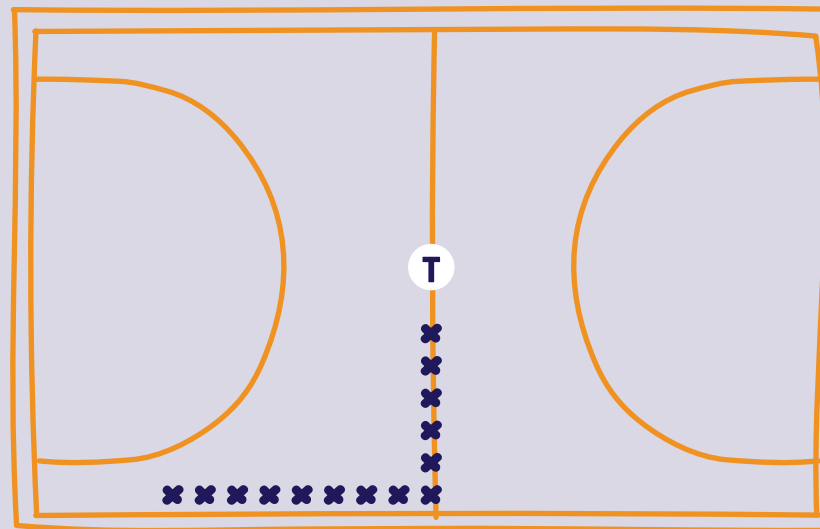
The teacher should begin as the leader and students will follow in a line.

The leader’s responsibility is to guide the rest of the class around the gym using a variety of travelling skills and snowboard skills.

For example the leader could skip or hop on one foot and then stop in a snowboard stance. The leader can also incorporate skills such as grabs.

If you choose to have kids be leaders, rotate leader every 30 seconds and each leader must incorporate a snowboard grab.

Depending on the size of the area it is recommended that the leader stays on lines on either the gym floor or oval.



x = STUDENT

T = TEACHER

CURRICULUM CONTENT

F-2: ACPMP009, ACPMP014, ACPMP027, ACPMP032



SKI & SNOWBOARD AUSTRALIA

SPORTING Schools

