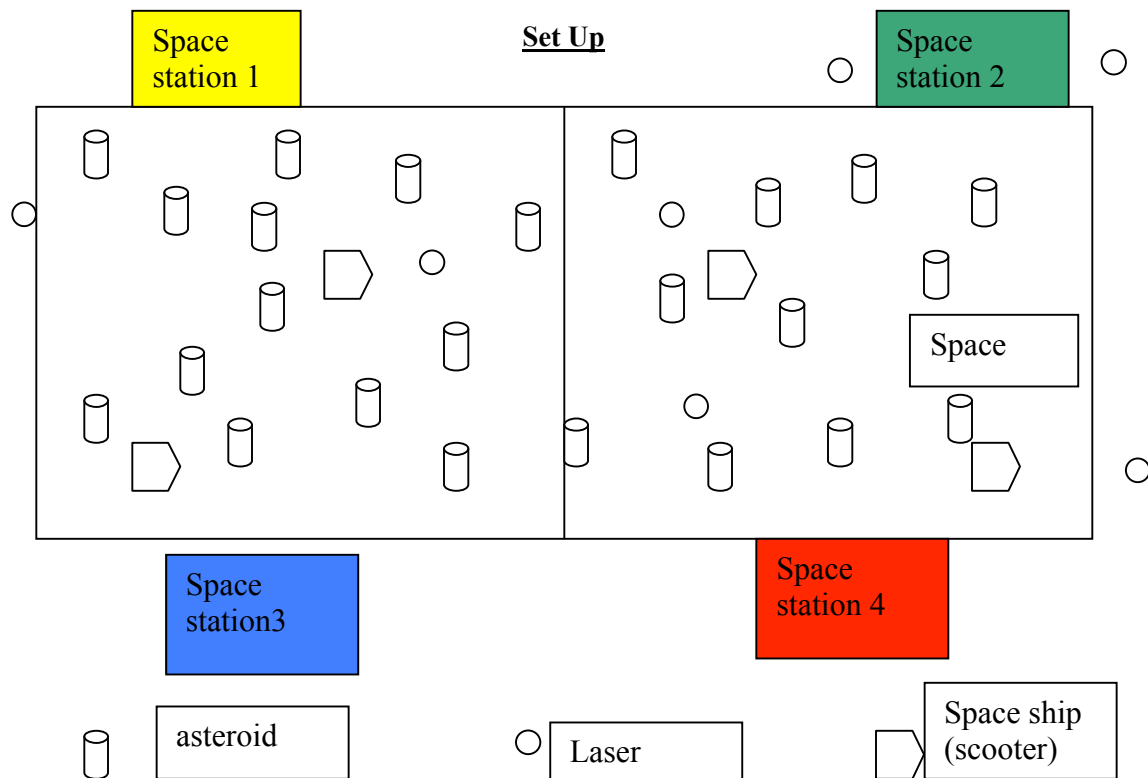


Game: Star Wars (Grades 1-2, Kindergarten with modification)

- Move on scooter (space ship) in space with out getting tagged, hit by a laser (rolling ball from outside space), Knock down asteroid, or fall off scooter or go on outer space. If any of the above happens then you must turn your space ship in at space station.



- Students are assigned to a space station-color coded with scooters
- 3-5 students at each space station are given a scooter (depending on class size)
- Remaining students move in outer space and retrieve lasers (balls) then **roll** them into space and try to hit space ships.
- Once a player's space ship has been damaged they must return their spaceship to the next available astronaut at the space station and ready themselves for training. Students check in at space station to take turn as astronaut. Students watch to see when there are only one or two astronauts left at the space station. There is very little time waiting at space stations. Sometimes there is no one there to take the spaceship, so it is parked and when the next available person is free they climb aboard.
- An astronaut must go through training to get be able to get back into a spaceship. At the space station there will be the fitness activity for the day. Once the astronaut completes the training they are ready to return to space. (while they are waiting the can move throughout outer space and try to hit other spaceships.
- If you knock down an asteroid, before moving your spaceship to the space station you need to set it back up.