

# Sea Horse Relay

Purpose of this activity is for the students to review the information they have learned about the sea horse.

**Objectives:**

Students will...

- > Discuss and list the information they have learned about the sea horse.
- > Demonstrate an understanding of the movements and structure of the sea horse by moving around the gymnasium.

**Equipment:**

- > Scooters
- > Styrofoam noodles
- > An open space
- > Field Markers or cones

**Set up:**

Students are divided into equal teams. Each team gets one scooter and a Styrofoam noodle. The race is set up as a relay race with plenty of space between groups.

**The Game:**

The object of the race is to have one student represent the head of the sea horse and one student represent the tail. The noodle is the body. The head of the sea horse stands and the tail sits on the scooter. The noodle is held by both of the students (head and the tail). On command the head of the sea horse runs to the turning point in the gym. The tail holds onto the noodle and moves with the head. This is a fun relay and the students really seem to enjoy the game.

**Evaluation:**

The game is used as a beyond activity in the M.A.R.E. curriculum. The game reviews the information covered in the curriculum and checks to see if the students understand the information. Success is measured by the behavior of the students on the scooters and by their classmates giving the directions. This is not a competitive game but a moving, three dimensional model that the students perform.

