

“Sea” Me Race

Introduction: Students in the third grade are to learn about the habitats of organisms within an ecosystem. One of the habitats they explore could be the ocean. This activity has students racing each other as they portray creatures of the sea, and it could be a great culminating activity once the oceans and seas have been taught.

Grade Level and Subject: 3rd Grade Science and P.E.

TEKS: Science – 8A, 8B, 10B
P.E. – 1A, 2B, 3A, 3B, 7A, 7B, 7C

Materials: Each student should have a regular-sized bath towel, chalk

Resource: *201 Games for the Elementary Physical Education Program* by Jerry D. Poppen.
ISBN: 0-13-042061-1

Activity: This activity should occur after the students have studied the creatures of the ocean. The teacher should begin the activity by going out to the playground and marking a starting line and finishing line with chalk for the race. The length of the race will depend on the students and the space available.

Once the teacher has drawn the lines, the students are to proceed to the race area with their towels. The teacher will then assign each child to be a “turtle” or “crab” during the race. To be a turtle, the student must walk on both feet and hands, facing the ground, while placing the towel over his or her back to be the turtle’s “shell.” If a student has been told to be a crab, the student will walk on his or her hands and feet with their stomachs pointing toward the sky.

The students are to line up at the starting line in their position (either a crab or a turtle). Once the starting signal has been given, the students are to travel as a turtle or crab to the finish line. The turtles, because their method of travel is somewhat easier than the crabs, must keep their towels on their backs at all times. The race continues until the last student crosses the finish line.

Once the first race is complete, the students will switch to the animal they have not yet been. For example, any student who was a turtle in the first race is now a crab. They will again line up at the starting line, wait for the signal, and then begin the race. All students must cross the finish line before the race ends.

An option for the race would be to have the students create other animals that they could portray during the race. Some other sea creatures that they could develop movements for might include an octopus, any fish, an eel, and a starfish. See how creative the students can be!

Evaluation: The teacher will closely observe and monitor the race.



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