

## Syllable Frisbee Game

**Introduction:** Students in the third grade are expected to use common syllable patterns to identify words. With this Frisbee activity, the students will get a chance to use their muscles and their brains at the same time to identify the number of syllables in words.

**Grade Level and Subject:** 3rd Grade Reading and P.E.

**TEKS:** Reading – 5C  
P.E. – 1A, 1J, 3A, 7A, 7B, 7C

**Materials:** A Frisbee for every student, chalk

**Resource:** *The Ultimate Playground & Recess Game Book* by Guy Bailey. ISBN: 0-9669727-2-4

**Activity:** Once the students have practiced the skill of counting the number of syllables in words in the classroom, the class should prepare for this activity.

The students will need a large area to complete the activity. Each student should place himself or herself at least 10 feet from the other children on the playground. With chalk in hand, each child will take 5 large steps in front of him or her and draw a large circle (large enough for the Frisbee to land in it). Inside that circle, he or she should place the numbers 1 and 2. From that circle, the student should turn to their right, walk 5 large steps, and draw another circle. Inside of the newly drawn circle, the student should write the numbers 3 and 4. The student should then turn to his or her right again, take 5 large steps, and draw another circle. In this circle, the numbers 5 and 6 should be written. After drawing and labeling the three circles, the student should move back to his or her original starting place.

The students should wait patiently, Frisbees in hand. The teacher will call out a word. Depending on the number of syllables the word has, each student will throw his or her Frisbee into the drawn circle that has the corresponding number of syllables. For example, if the teacher calls out “unhappily,” the student will try to throw the Frisbee into the circle labeled 3 and 4 since the word has four syllables. The teacher and students will then discuss and agree upon the number of syllables found in the word called out by the teacher. Any student’s Frisbee that landed in the correct circle will get a point. The student will retrieve his or her Frisbee and get ready to throw it again. The game will continue in this manner until the first student(s) gets 20 points (the teacher can determine another number to be the winning number; 20 is just a suggestion).

If every student does not have a Frisbee, an option would be for the students to use a locomotive skill to move into the correct circle. For example, if a teacher calls out “unbroken,” the students could hop, skip, walk, etc. to the circle with 3 and 4 written in it. The ending of the game would be the same as the one described above.

**Evaluation:** The teacher monitors all activity closely, giving guidance and additional instruction to any students who need it.



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