***Water Games***

***Backwards Dodgeball***—In shallow water or the play pool, students throw ball pit balls at each other and if they do not catch it they are out.

***Balloon Relay***-- In waist to chest deep water, Divide students into teams. Have half of each team line up on the opposite side of the pool. Give the first person on each team a blown-up balloon. On your signal, students push the balloon with nose, cheeks, or forehead while swimming across the pool. After team mate #1 touches the wall, the balloon is passed to a teammate on the other side of the pool, who swims/walks/moves it back. The relay continues until all members of each team finish.

***Battleship***-- In shallow water or the play pool, Have students imagine that the pool is a battleship. The one end is the bow of the ship, the the opposite end the stern, the left side as you face the bow is port, and the right side as you face the bow is starboard. Tell students that you will say one of these directions and they should respond by swimming to that side and sitting on or touching the pool edge. For instance, if you say “Port,” students swim to the left side of the pool.

***Blockade Runner***-- In waist to chest deep water, Mark off a large rectangular playing area in the pool. Divide students into two equal teams and give a kickboard to each student. Have each team line up at its own end of the playing area. Once you give the signal, students kick toward the opposite side, trying to reach it without being blocked by the other team. Students must hold both hands on their kickboards at all times. The boards can be used for either flotation or blocking, but they must remain flat at all times. The first team to have three students reach the other side wins**.**

***Bucket Ball***-- In shallow water or the play pool, Students use ball pit balls to try to make baskets in a floating, moving bucket. Variation- team can only shoot one color ball; students must shoot with their non-dominate hand, students must shoot over their shoulder

***Carps & Cranes***-- In shallow water or the play pool, Mark off a square or rectangular playing area in the pool with a lane line dividing the area in half at the center. Mark end lines clearly, as they will serve as home bases for the teams. Divide students into two equal teams and have them line up along the lane line facing each other, with the end lines behind them. Designate one team carps and the other team cranes. When you call out “Carps” or “Cranes,” that team tries to catch members of the opposing team before they can reach the safety of their end line. The captured members join the other team. The team with the most players at the end of play wins.

***Chin-Ball Relay***-- In waist to chest deep water, Divide students into teams. Have students line up along the wall in waist or chest-deep water, with half of each team on the opposite side of the pool. Give a ball to the first person on each team. Ask them to push the ball with their chins, mouths, or faces while walking across the pool holding their hands behind their backs. Students push the ball until it touches the far edge of the pool, then a teammate standing on the opposite side of the pool takes over. The relay continues back and forth until all students have participated at least once. Variation: Have students carry and pass the ball by tucking it between their chins and their chests, or play without teams.

***Chutes and Ladders***—In the play pool, Game leader rolls the dice out of the pool. Participant walks that many steps forward and up the steps of the play feature. When the student gets to the slide, they slide down and start the path over again.

***Duck, Duck, Goose***-- In shallow water or the play pool, One student is “it” and walks around the outside of the circle saying duck until they choose a goose who has to run around the circle and try to catch the person that is it.

***F-I-S-H (bucket ball style)***-- In shallow water or the play pool, students create trick shots and shoot their ball pit ball into the bucket (similar to HORSE for regular basketball)

***Forty Ways***-- In shallow water or the play pool, Have students line up at one end (or at the side) of the pool. Have the first student in line move across the pool using a stroke or movement of his or her own choice. The second student then swims across using a different stroke, and so on until all students have gone. Any innovative way to move through the water is acceptable. If you play for more than one round, change the order of the students for each round.

**Make sure that the following to look organized audit teams will be out**

***Freeze Dance***- In shallow water or the play pool, Fun music is played and students dance in the water. When the music stops, students freeze in place until the music begins again

***Freeze Tag***-- In shallow water or the play pool, One student is the tagger and the other try to escape. When they are tagged, they freeze in place

***Geauga Water Polo***- In shallow water or the play pool and played with several ball pit balls at a time. Students must work together to pass and catch the ball at least 3 times before it can be shot at the goal. One or two goalies try to block the shots.

***Honest Abe***-- In shallow water or the play pool, Divide students into groups. Hand out four to five pennies laminated pictures of large pennies to each student. Ask students to place half of the pennies face-down on the pool deck and half face-up. Have the students wait at least four feet from the side. Tell them that you will call out statements such as “Running is allowed on the pool deck.” If they think the statement is true, they rush out of the water and turn all their pennies face-up; if they think it is not true, they turn all their pennies face-down. The first team to turn over all their pennies correctly wins.

***Marco Polo***- In shallow water or the play pool, Arrange students in water. Select one student to be the caller. The caller closes his or her eyes and yells “Marco.” All other students respond “Polo.” The caller tries to tag other students by moving toward their voices. When a student is tagged, that student becomes the new caller.

***Noodle Relay***- In waist to chest deep water, Divide students into teams. Have half of each team line up on the opposite side of the pool. The relay consists of three heats, with each person on the team swimming across the pool three times, switching off to a teammate on the other side of the pool between lengths. In the first heat, everyone sits on a pool noodle. In the second heat, everyone lies on their stomachs on a pool noodle. In the last heat, everyone pulls the pool noodle across the pool.

***Noodle Stunts***- In waist to chest deep water, Move students into water where they have a little space and give each a pool noodle. Ask them to try to balance on their pool noodle in a sitting position. Once they have achieved this, ask them to try variations such as those that follow: - Spinning in a circle, with the arms pulling in opposite the direction - Performing a handstand on the pool noodle - Balancing on the pool noodle in a kneeling position - Floating on the back with the pool noodle under the ankles or behind the knees (*make sure you have enough space )*

***Obstacle Course*** - In shallow water or the play pool, Create an obstacle course in waist-deep t using some of the following equipment: diving bricks, kickboards, buoyed lines, rope, large plastic hoops, mats, poker chips, buckets, balls, or other pool equipment, and a stopwatch or a clock that times to the second. Specify which skills you want students to use in different parts of the course in order to provide skill specific practice. Students first try to swim through the course without stopping, then swim through for time. Variation: This also can be done as a relay race. For beginners, you can create a shallow-water course that emphasizes above-water skills. Add variety by having students perform different skills or strokes to get to each obstacle.

***Relay Races***-- In waist to chest deep water, Divide students into teams of equal ability and have them race across the pool. As each student finishes, he or she exits the pool and lines up. The first team to line up gets a round of applause. The other team(s) gets big smiles and words of encouragement. Variations: - Bob across the pool. - Swim backward across the pool. - Swim on back across the pool. - Let students make up their own variation.

***Scavenger Hunt***- In shallow water or the play pool, Put random objects all over the pool and give students a list of things to collect and bring back to “home” to be marked off their list.

***Sharks & Minnows***-- In waist to chest deep water, Choose one student to pretend to be the shark. When the shark says “Sharks and minnows,” the rest of the students (the minnows) attempt to swim/walk/move to the other side without getting caught by the shark. If a student is caught, that student becomes the shark for the next round. Play continues until all the minnows have been turned into sharks.

***Toy Rescue***- In waist to chest deep water, Swim One at a time, have students put a toy on a kickboard and then glide on their backs to the other side of the pool with the kickboard balanced on their stomachs. Students try to get to the other side without the toy falling off the kickboard or letting the kickboard drift away from their bodies.

***Treasure Dive***-- In shallow water or the play pool, Throw dive rings or other objects to the bottom of the pool. Tell students pick up the objects, bring them back to the surface, and return them to the treasure chest,

***Treasure Chest***-- In shallow water or the play pool, Ask students to pretend they are pirates raiding a treasure chest (a pile of toys on the pool deck). Have students begin at the wall, grab a toy, slide into the water with that toy, and put it in a pile on a floating kickboard.

***Volleyball without net***-- In shallow water or the play pool, Students volley a beach ball in the air for as long as possible without letting the beach ball hit the water. Add additional balls to increase the challenge.

***Wake-Up Shark***-- In shallow water or the play pool, Have students stand with their backs against the wall. Pretend you are a fish or a shark. Ask students what time they want the shark to wake up. If they say eleven o’clock, turn around and count to 11 while the students try to make to “safety” before the shark “gets” them.

***Yard Sale***-- In shallow water or the play pool, Spread a variety of floating and sinking toys in the pool. Split students into two teams. Have them line up on opposite sides of the pool. On your signal, have students gather as many toys as they can. The team that brings more toys back to its side of the pool.