# SPARK\*\* LESSON 1

# INTRODUCTION TO ROPES



# Ready

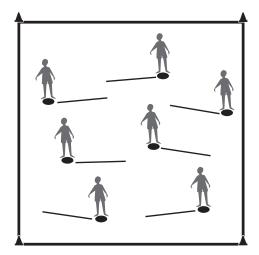
- 1 spot marker per child
- 4 cones for activity area boundaries
- 1 nylon rope per child
- Pathway Skill Card Straight (SPARKfamily.org)
- Musical ASAPs #31 and #24
- SPARK EC Music CD and player

# Set

- Create activity area.
- Scatter spot markers within area.
- Place ropes outside boundaries.
- Send children to stand on spot markers.



- 1. "Farmer's Garden" (Teach Musical ASAP #31.)
- 2. Rope Selection and Exploration (Allow 2 minutes for exploration time.)
  - Today we will play with ropes. Ropes can hurt if they hit you or someone else.
  - When you hear the color of your home, **walk** to get a rope, then place it on the floor in front of your home. (Send children by spot color to get a rope.)
  - When the music starts, play safely with your rope. Stay on your home and keep your rope inside your bubble.
  - When it stops, place your rope on the floor and listen.
- 3. Straight Line Challenges Can you...
  - Follow me and use your magic chalk to draw a straight line? (Show Pathway Skill Card.) Change hands? Make your rope into a straight line on the ground?
  - Follow me and walk beside your rope to the end and walk back? Walk heel-toe, heel-toe beside your rope, down and back? Hop on one foot down one side of your rope? (Demonstrate.) Switch feet to hop back down the other side? (Vary locomotor skills.)
  - Jump forward and back over your rope? Jump from side to side over your rope with your feet together like a skier?
- 4. **Return Ropes** (Send children to return ropes by rope color and **walk** home.)
- 5. "Letter Movements" (Teach Musical ASAP #24.)
- 6. Wrap It Up
  - Who will tell us something we did with our ropes today?
  - What could you use at home to do that?



# INTRODUCTION TO ROPES

## **ADAPTATIONS**

### **Limited Space**

\* Play Friend to Friend to pair children.
Have one partner perform an activity with a rope while the other partner mirrors it (without a rope). Switch roles after each activity.

#### **Variation**

★ Have children transition from one activity to the next using different pathways.

### **Inclusive Strategies**

- ★ Bright or shiny colors can be especially helpful to a child with a visual impairment.
- ★ Use lines for children who cannot jump over ropes.



## **OBJECTIVES**

- ✓ Behavioral expectations
- ✓ Object manipulation
- ✓ Pathway recognition

YOUR	STATE	<b>STAND</b>	ARDS
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## ACADEMIC

### Literacy

Read <u>Richard Scarry's Shapes & Opposites</u> by Richard Scarry.



## **Ribbon Shapes**

Use rope, ribbon or string to make shapes, like circles or squares. You can also make lines – straight, curved, or zigzag. Move with your child to walk the same shapes or lines.



## TEACHER TIPS

- Share your behavioral and safety expectations with the children before Exploration Time.
- Have children create straight lines with short lengths of string or yarn before using ropes.
- Make sure there is ample space for safe movement around ropes.

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