

# Relay Race

Lesson Date:

Duration: 20 - 30 minutes

Teacher(s):

Age range: Grades 3rd - 5th

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## Lesson Objectives:

1. Problem Solving
  2. Teamwork
  3. Communication
  4. Critical thinking
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## Lesson Materials:

1. Dice
  2. Cones
  3. Paper with Simple Exercises/Activities and their Explanations
  4. Matching Cards
  5. Number cards 1-25
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## Lesson Introduction:

6. Explain the rules of the relay
    - Run through each station and explain what they are supposed to do.
  7. Split off into teams
    - Should be 3 - 4 per team.
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## Lesson Activity:

- 1) For Loop - Exercise
  - Roll a Dice look at the card on the floor, fill in the X with the number they rolled
- 2) Group Problem Solve
  - Sort the stick-notes in order (You have to wait for your whole group)
- 3) Basketball While loop

- While person 1 is shooting hoops, the other members of the group are doing squats
  - All members of the group must make one (or more) baskets before moving to the next station
- 4) For Loop - Exercise
- Roll a Dice look at the card on the floor, fill in the X with the number they rolled
- 5) If - Else Guess the card behind the back.
- If they guess the correct (color or number) they get to move on.
  - If they guess incorrectly they go back to the previous for loop exercise and repeat.
- 6) Group Problem Solve
- Matching shapes on cards.
- 7) For Loop - Exercise
- Roll a Dice look at the card on the floor, fill in the X with the number they rolled
- 8) Hula hoop hop
- Sit when all finished
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### **Lesson Conclusion:**

1. Run through simple computer science exercises
  2. Understand basic loops
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