

HyPEd Up II!

Trick or Treasure?— K-3

Objective:

All students will actively engage in the mysterious game of Trick or Treasure because what is unveiled could be a trick or could be a treasure. Trick or Treasure provides a fun, high-energy outlet for students to reinforce fitness skills, strategy and deception.

Equipment:

- ✦ Dice (two different colored dice per hoop that is on the midline)
- ✦ Hula Hoops (8-12 hoops on the midline)
- ✦ Three hula hoops/storage container per team against the wall with 25 of the following items per hoop (See Figure 1):
 1. Yellow noodle pieces to represent gold
 2. Blue noodle pieces to represent diamonds
 3. Red wristbands to represent rubies
- ✦ Trick or Treasure “What beats What” Key (2-3 copies taped on each side wall)

Procedure:

Before classes arrive, place all of the hoops, side by side, on the midline with two different colored dice inside each hoop. Place three hula hoops at each of the opposing end walls of the gym with the specified items inside each hoop (see diagram for set up). Tape on each side wall or place on the floor 2-3 copies of the Trick or Treasure “What beats

What” Key on each side of the gym. The **object** of the game for each team is to accumulate the most “treasure” (gold, diamonds, and/or rubies). **To Begin:** divide the class into two teams and send each team to opposite sides of the gym to sit down and await further instructions. Review the Trick or Treasure “What beats What” Key by explaining that Gold beats Diamond, Diamond beats Ruby, and Ruby beats Gold. On the signal “go,” each player will go to any of the three hoops on their side of the gym and select **one** piece of treasure, making sure to keep the treasure hidden once it is selected (See Figures 1 and 2). **Note:** remind students that this is where the trick occurs in case opposing players are watching. For example, a player may pretend to pick up a diamond, but actually pick up a ruby (See Figures 3-5). Players will then meet at any of the center hoops to face-off against one of the opposing team’s players by revealing their treasure (on the count of “3”) to determine the winner (See Figures 6-8). **Note:** remind players to refer to the keys taped on the wall to determine who the winner is in case there is any confusion (See Figure 9). The winner will take both items and separate them into the designated treasure hoops before getting a new treasure to go and face-off again.

A tie occurs when each player reveals the same item (See Figure 10). When this occurs, both players will face-off again by picking up a die and rolling the die inside the hoop to determine who has the higher number (See Figure 11). **Note:** players must perform a re-roll of the dice if they roll the same

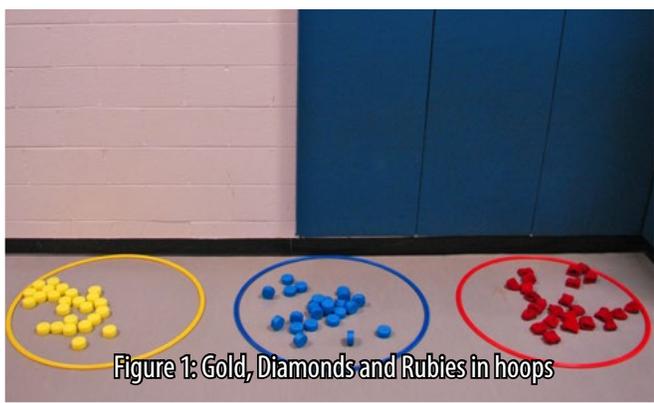


Figure 1: Gold, Diamonds and Rubies in hoops

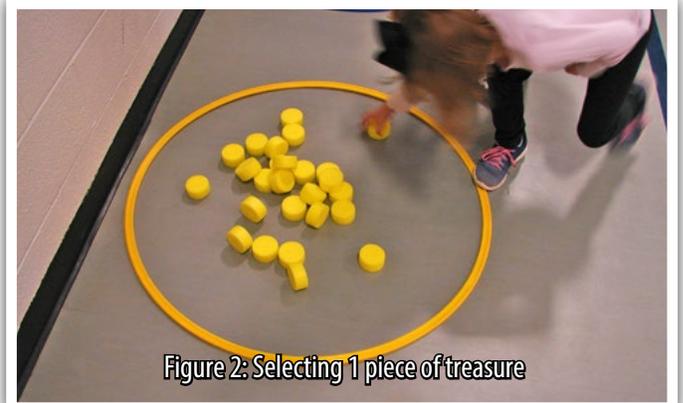


Figure 2: Selecting 1 piece of treasure

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Figures 3-5: Being tricky and hiding their treasure until they meet at the hoops

numbers. All players who roll the higher number win both pieces of treasure to return them to their team's designated treasure hoops. All players losing at a face-off immediately perform three push ups (or any predetermined exercise by the teacher) before going to get another piece of treasure. **Note:** make sure to leave the dice inside each hoop.

Stop the game when the time expires or a team is out of treasure or very low on one or more types of treasure. The teacher will go and add up each team's three different treasures to determine who are the "Gold Champions," the "Diamond Champions," and/or the "Ruby Champions." Clean up by performing a 10-second count down while students return the 25 of each treasure to the appropriate hoops before starting a new round.

Rules and Safety:

1. Players may select **one** piece of treasure to take to the face-off.
2. A "face-off" is when two players meet at a hoop to reveal their treasure or by picking up a die and rolling the die inside the hoop to determine who has the higher number.
3. Players must clearly drop their die and may not touch or alter the number in anyway once it is rolled. Any roll of the die that goes out of the hoop is an automatic one.
4. All players must perform a re-roll of the dice if they roll the same numbers.



Figures 6: Gold beats Diamonds



Figure 7: Diamonds beat Rubies

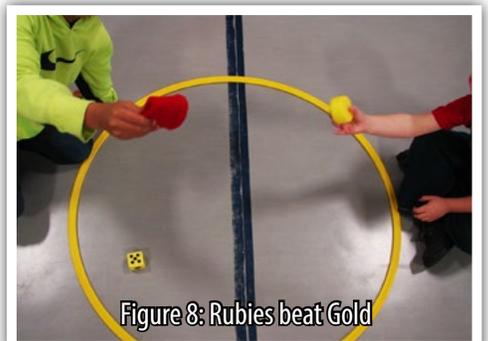


Figure 8: Rubies beat Gold



Figure 9: What beats what?



Figure 10: uh oh...a tie



Figure 11: Roll dice to break tie

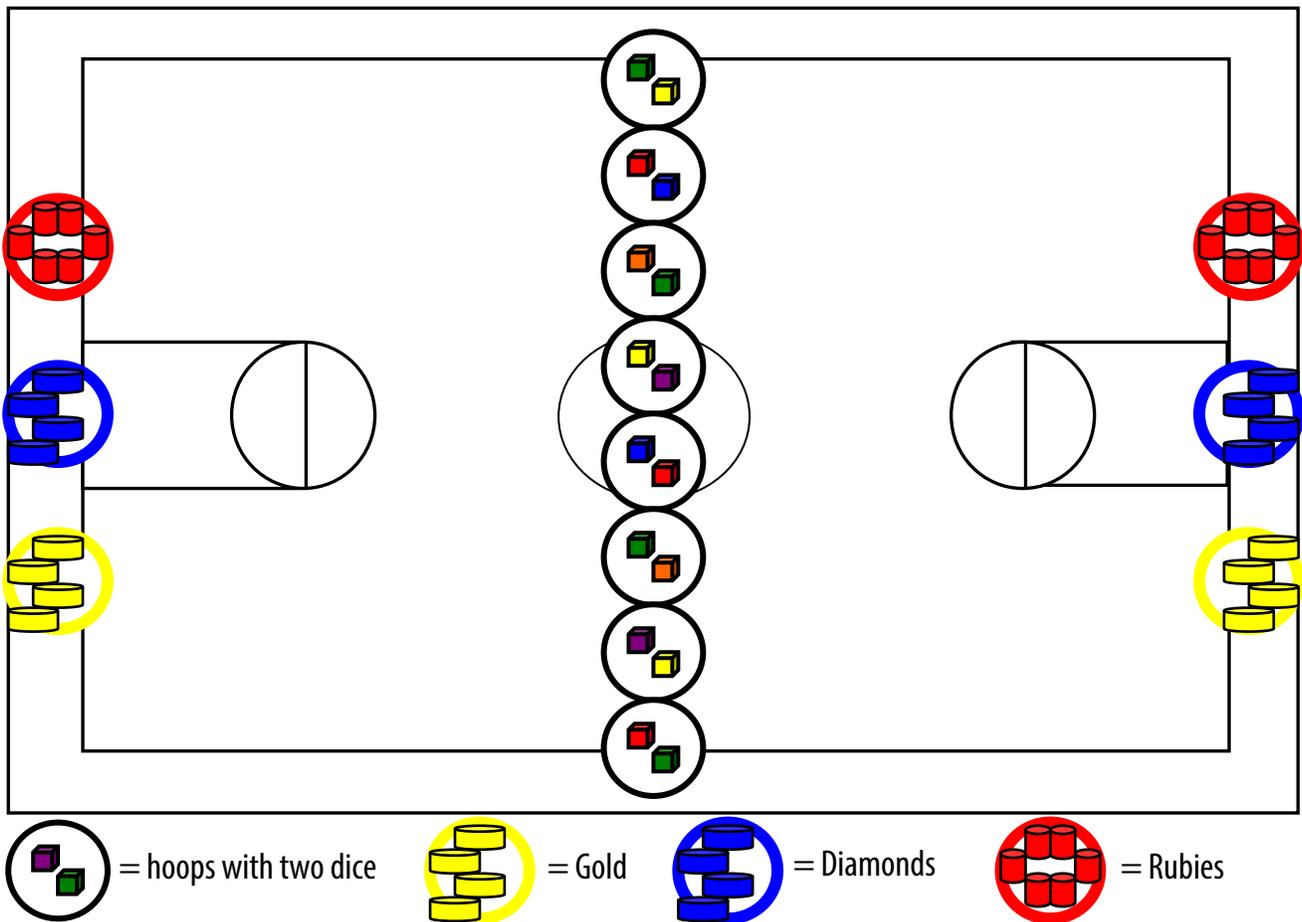
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5. All losing players must perform the exercise before getting anymore treasure.
6. All players who win treasure must take both items and separate them into the designated treasure hoops before getting a new treasure to go and face-off again.

Variations:

1. I couldn't think of any so please email me at pe2themax@bellsouth.net if you think of any unique variations that would enhance this game :).

Trick or Treasure? DIAGRAM



Trick or Treasure "What beats What" Key



= Gold

Beats



= Diamond

Beats



= Ruby

Beats

Gold