## Lego Hero Ffiness

### OBJECTIVES:

STUDENTS WILL DEVELOP THEIR MUSCULAR ENDURANCE.

STUDENTS WILL CHOOSE WHICH ACTIVITY TO PERFORM.

STUDENTS WILL FOLLOW THE DIRECTIONS GIVEN.

SKILLS AND CONCEPTS:

MUSCULAR STRENGTH, MUSCULAR ENDURANCE, COOPERATION

### EQUIPMENT:

LEGO HERO CARDS, POLY SPOTS, WRITING UTENSIL, HERO CHECKLIST

### ORGANIZATION:

STUDENTS COULD HAVE A PARTNER OR PARTICIPATE ON THEIR OWN. THE STUDENTS NEED TO HAVE A CHECKLIST OF THE HEROES AND WRITING UTENSIL. SCATTER THE POLY SPOTS AROUND THE GYM WITH A HERO CARD UNDER EACH ONE.

### ACTIVITY DESCRIPTION:

THE STUDENTS WILL LOOK UNDER THE POLY SPOTS AND CHOOSE ONE OF THE TASKS FROM THE CARDS. AFTER PERFORMING THE TASKS THEY "CHECK OFF" THE HEROES FROM THEIR CHECKLIST. IF THE STUDENTS HAVE ALREADY "CHECKED OFF" THE HERO, THEY STILL NEED TO PERFORM ONE OF THE TASKS FROM THE CARDS. STUDENTS ARE TRYING TO SEE IF THEY CAN "CHECK OFF" ALL THE HEROES FROM THE LIST.

## Variations

THESE CARDS CAN BE USED IN MULTIPLE WAYS AND ACTIVITIES. HERE ARE SOME EXAMPLES I CAME UP WITH. WOULD LOVE TO HEAR HOW YOU USE THEM SO PLEASE SEND ME AN EMAIL: GEPETTOG52@GMAIL.COM

- STUDENTS THROW A BALL, HIT A TARGET, AND COLLECT A CARD.
- 2. EACH STUDENT HAS A CARD, PERFORM ONE OF THE SKILLS, THEN TRADE WITH ANOTHER STUDENT.
- 3. PLACE THE CARDS UNDER POLY SPOTS, SHOOT BASKETBALL THROUGH THE GOAL, COLLECT THE CARD UNDER THE SPOT, PERFORM ONE OF THE TASKS BEFORE SHOOTING AGAIN.
- 4. PLACE THE CARDS UNDER POLY SPOTS, STUDENTS MOVE AROUND UNTIL THE MUSIC STOPS, THEY FIND A SPOT, PERFORM THE TASK, START MUSIC AGAIN.

CREATED BY: BENJAMIN PIRILLO
WWW-YOUTUBE-COM/GEPETTO652 WWW-TEACHPHYSED-WEEBLY-COM



20 PUSHUPS OR JOG 1 LAP



20 FLOOR TAPS OR CRAB WALK 1 LAP



12 CURL-UPS OR SKIP 1 LAP



16 SCISSOR KICKS OR GALLOP 1 LAP



23 SQUATS OR POWER WALK 2 LAPS



30 SEC WALL SIT OR LEAP 1 LAP



30 SEC REVERSE PLANK OR LAME DOG 1 LAP



30 SEC PLANK OR SLIDE 1 LAP



21 JUMPING JACKS OR ROBOT 1 LAP



17 PUSHUPS OR JOG 1 LAP



OR CRAB WALK 1 LAP



17 CURL-UPS OR SKIP 1 LAP



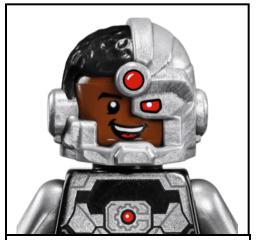
20 SCISSOR KICKS OR GALLOP 1 LAP



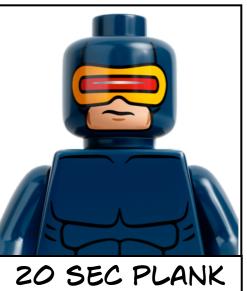
15 SQUATS OR POWER WALK Z LAPS



20 SEC WALL SIT OR LEAP 1 LAP



20 SEC REVERSE PLANK OR LAME DOG 1 LAP



OR SLIDE 1 LAP



19 JUMPING JACKS OR ROBOT 1 LAP



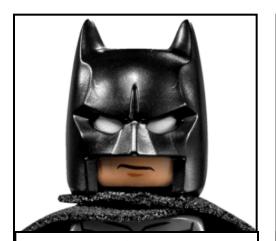
15 PUSHUPS OR JOG Z LAPS



14 FLOOR TAPS OR CRAB WALK 2 LAPS



15 CURL-UPS OR SKIP Z LAPS



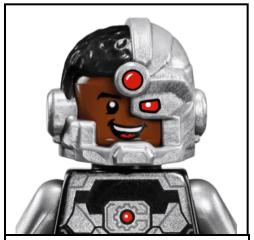
14 SCISSOR KICKS OR GALLOP Z LAPS



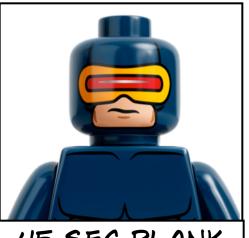
20 SQUATS OR POWER WALK 3 LAPS



45 SEC WALL SIT OR LEAP 2 LAPS



45 SEC REVERSE PLANK OR LAME DOG 2 LAPS



45 SEC PLANK OR SLIDE 2 LAPS



18 JUMPING JACKS OR ROBOT Z LAPS



12 PUSHUPS OR JOG Z LAPS



16 FLOOR TAPS OR CRAB WALK 2 LAPS



11 CURL-UPS OR SKIP 2 LAPS



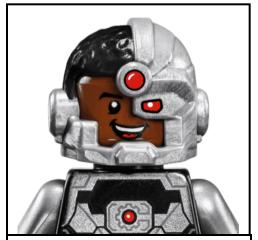
18 SCISSOR KICKS OR GALLOP Z LAPS



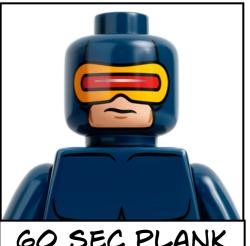
17 SQUATS OR POWER WALK 3 LAPS



60 SEC WALL SIT OR LEAP 2 LAPS



GO SEC REVERSE PLANK OR LAME DOG Z LAPS



GO SEC PLANK OR SLIDE Z LAPS



15 JUMPING JACKS OR ROBOT Z LAPS



13 JUMPING JILLS OR HOP 1 LAP



14 SKI JUMPS OR JUMP 1 LAP



15 BELL JUMPS OR SEAL WALK HALF A LAP



8 BODY FOLDS OR BEAR CRAWL 1 LAP



11 LEG LIFTS OR FROG JUMP HALF A LAP



18 CROSS OVERS OR INCH WORM HALF A LAP



20 MOUNTAIN CLIMBERS OR GALLOP 1 LAP



8 ARM SWITCHES OR SKIP 1 LAP



22 SWITCH KICKS OR HOP 1 LAP



19 JUMPING JILLS OR HOP 1 LAP



12 SKI JUMPS OR JUMP 1 LAP



20 BELL JUMPS OR SEAL WALK HALF A LAP



10 BODY FOLDS OR BEAR CRAWL 1 LAP



14 LEG LIFTS OR FROG JUMP HALF A LAP



22 CROSS OVERS OR INCH WORM HALF A LAP



24 MOUNTAIN CLIMBERS OR GALLOP 1 LAP



10 ARM SWITCHES OR SKIP 1 LAP



16 SWITCH KICKS OR HOP 1 LAP



17 JUMPING JILLS OR HOP Z LAPS



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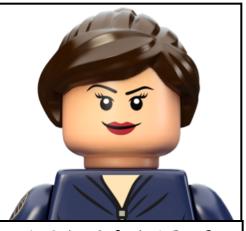
18 SKI JUMPS OR JUMP Z LAPS



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12 ARM SWITCHES OR SKIP 2 LAPS



ZO SWITCH KICKS OR HOP Z LAPS



7 GENIE SITS OR BEAR CRAWL 1 LAP



23 SHOULDER PRESSES OR SLIDE 1 LAP



14 SHOULDER TAPS OR SKIP 1 LAP



16 JUMP PLANKS OR LEAP 1 LAP



12 SWIMMERS OR FROG JUMP HALF A LAP



13 SQUAT
THRUSTS OR
ROBOT 1 LAP



13 SUPERMANS OR CRAB WALK 1 LAP



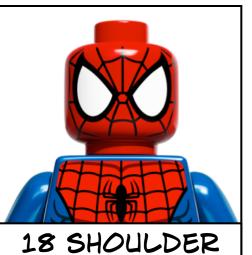
17 CALF RAISES OR SPRINT 1 LAP



18 STEAM ENGINES OR LAME DOG 1 LAP



14 GENIE SITS OR BEAR CRAWL 1 LAP



18 SHOULDER PRESSES OR SLIDE 1 LAP



18 SHOULDER TAPS OR SKIP 1 LAP



10 JUMP PLANKS OR LEAP 1 LAP



7 SWIMMERS OR FROG JUMP HALF A LAP



12 SQUAT THRUSTS OR ROBOT 1 LAP



11 SUPERMANS OR CRAB WALK 1 LAP



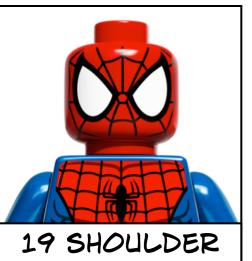
20 CALF RAISES OR SPRINT 1 LAP



14 STEAM ENGINES OR LAME DOG 1 LAP



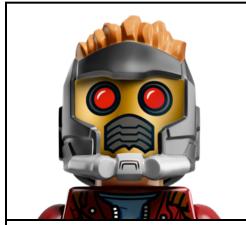
9 GENIE SITS OR BEAR CRAWL Z LAPS



19 SHOULDER PRESSES OR SLIDE 2 LAPS



12 SHOULDER TAPS OR SKIP 2 LAPS



13 JUMP PLANKS OR LEAP 2 LAPS



11 SWIMMERS OR FROG JUMP 1 LAP



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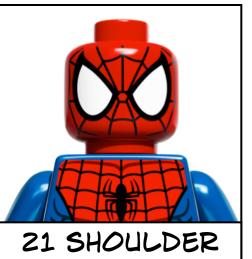
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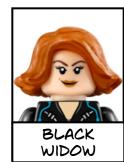
## HERO CHECKLIST



















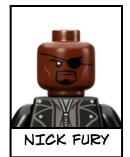




































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