# Super Hero Signs

### OBJECTIVES:

STUDENTS WILL WORK INDEPENDENTLY TO STAY ON TASK.

STUDENTS WILL PERFORM VARIOUS EXERCISES TO THE BEST OF THEIR ABILITY.

THE STUDENTS WILL MOVE FROM SIGN TO SIGN USING VARIOUS LOCOMOTOR MOVEMENT PATTERNS.

### SKILLS AND CONCEPTS:

MUSCULAR STRENGTH, MUSCULAR ENDURANCE, CARDIOVASCULAR ENDURANCE, LOCOMOTOR PATTERNS

### EQUIPMENT:

PRINT OUT THESE SIGNS

ORGANIZATION: PRINT OUT THE SIGNS AND LAMINATE THEM. HANG THE SIGNS ON A CONE OR ON THE WALL IN VARIOUS AREAS AROUND THE GYM. STUDENTS WILL PICK A SUPER HERO TO START AT.

ACTIVITY DESCRIPTION: STUDENTS WILL PERFORM THE EXERCISES OFF THE SIGN. AFTER COMPLETING THE EXERCISES, THEY WILL USE THE LOCOMOTOR SKILL TO ADVANCE TO THE NEXT SUPER HERO THE CARD TELLS THEM TO MOVE TO. WHEN AT THE NEW HERO THE STUDENTS WILL REPEAT THE PROCESS. THE SIGNS LOOP AROUND, SO THE STUDENTS CAN CONTINUE TO PLAY DURING CLASS.

### Shout Out

THIS ACTIVITY ORIGINATED BY ROSS CHAKRIAN. HE CREATED A POKEMON PATHWAYS ACTIVITY THAT I SAW ON PE CENTRAL'S FACEBOOK PAGE. I TOOK HIS IDEA ONE STEP FURTHER BY ADDING IN EXERCISES AND LOCOMOTOR MOVEMENT PATTERNS AND CHANGED THE THEME TO MATCH MY SUPER HERO CLASSROOM.

HIS LINK: WWW.TEACHERSPAYTEACHERS.COM/PRODUCT/POKEMON-PATHWAYS-2825771





8 PUSHUPS 15 CURL DOWNS GALLOP TO SUPERMAN

12 CURL-UPS 20 STEAM ENGINES CRAB WALK TO DR. STRANGE

## DR SIRIGE





6 FROG JUMPS 16 SKI JUMPS JOG TO FALCON

20 LEG CURLS 12 LUNGES POWER WALK TO SPIDER-MAN

## EDES-MIN





20 BELL JUMPS 15 JUMPING JACKS BEAR CRAWL TO STARFIRE

20 MOUNTAIN CLIMBERS 14 FLOOR TAPS SKIP TO GREEN LANTERN

## SIB-LORD





12 SQUAT THRUSTS 10 LEG LIFTS HOP TO STAR-LORD

22 SWITCH KICKS 14 SCISSOR KICKS LEAP TO AQUAMAN

### STORIAL STATES





14 ARM SWITCHES 8 BODY FOLDS GRAPEVINE TO STORM

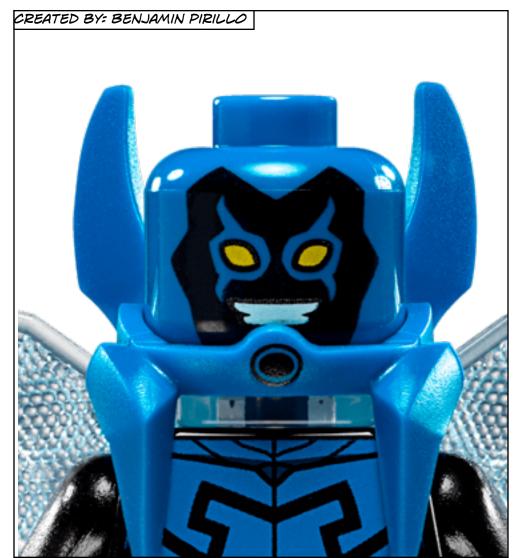
18 JUMPING JILLS 15 SQUATS JUMP TO THOR



11 REVERSE CURL-UPS 17 SHOULDER PRESSES INCH WORM TO NIGHTWING



15 CALF RAISES 8 GENIE SITS LAME DOG TO BLUE BEETLE





13 PUSHUPS 8 LEG LIFTS JOG TO IRON MAN

13 FROG JUMPS 16 BELL JUMPS SLIDE TO CAPTAIN AMERICA





13 CURL-UPS 16 ARM SWITCHES GALLOP TO WONDER WOMAN

10 JUMP PLANKS 8 BODY FOLDS HOP TO BEAST BOY

### BERT BOY



20 STEAM ENGINES 9 SQUAT THRUSTS LEAP TO ANTMAN



18 MOUNTAIN CLIMBERS 16 SCISSOR KICKS BEAR CRAWL TO BLACK PANTHER



12 CALF RAISES 18 FLOOR TAPS CRAB WALK TO HAWKEYE



18 SHOULDER PRESSES 14 SWITCH KICKS JOG BACKWARD TO BATGIRL

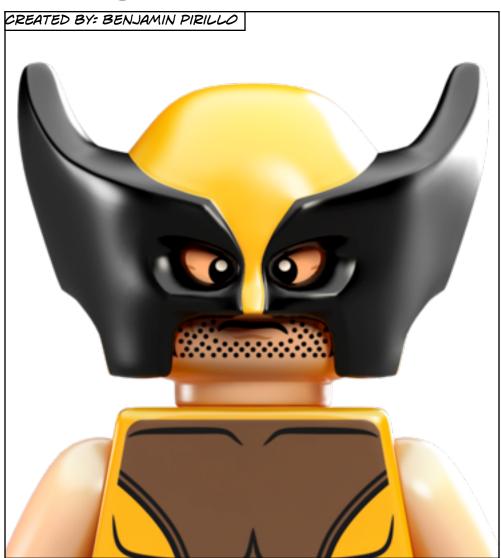




14 QUARAPLEXES 16 LEG CURLS LEAP TO GREEN ARROW

8 PUSHUPS 12 CURL DOWNS SPRINT TO THE FLASH





15 JUMPING JACKS 20 CROSS OVERS INCH WORM TO WOLVERINE

15 CURL-UPS 22 SKI JUMPS LAME DOG TO POWER MAN

### FOLES MAIN

### A BORD

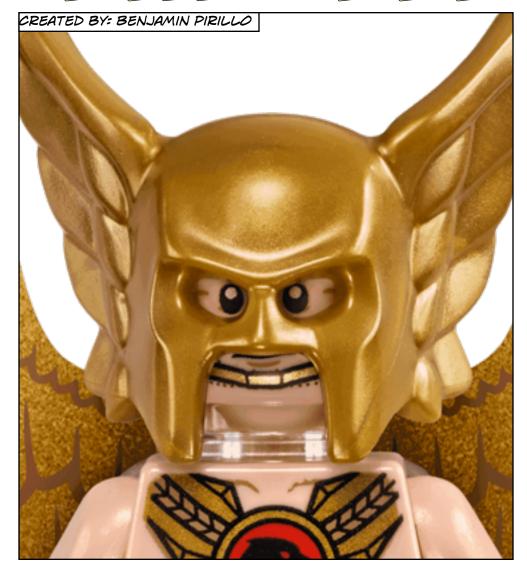




16 MOUNTAIN CLIMBERS
10 LUNGES
JUMP TO CYBORG

12 ARM SWITCHES 15 LEG LIFTS JOG TO HAWKMAN

### A COS





11 BODY FOLDS 20 BICEP CURLS GALLOP TO CYCLOPS

13 GENIE SITS 18 SWITCH KICKS CRAB WALK TO CAPTAIN MARVEL

## ETERALIS.



13 REVERSE CURL-UPS 20 QUADRAPLEXES SKIP TO SUPERGIRL



15 PUSHUPS 12 SQUAT THRUSTS LAME DOG TO NICK FURY

### OMERICA:





20 FLOOR TAPS 15 JUMP PLANKS SPRINT TO QUICKSILVER

8 FROG JUMPS 20 SQUATS BEAR CRAWL TO SCARLET WITCH

### SARIET LINEAR





14 SCISSOR KICKS 16 ARM SWITCHES SKIP TO HULK

12 CURL-UPS 12 GENIE SITS JOG TO WHITE TIGER





16 FLOOR TAPS 22 BELL JUMPS SLIDE TO THE ANCIENT ONE

11 PUSHUPS 8 BODY FOLDS INCH WORM TO BATMAN

# Benjamin Pirflo

MARVEL AND DC LEGO IMAGES WERE USED FROM GOOGLE SEARCH FOR ROYALTY FREE SUPERHERO IMAGES. THEY COME FROM THE LEGO WEBSITE. THE IMAGES ARE USED FOR EDUCATIONAL PURPOSES ONLY TO HELP ENCOURAGE STUDENTS TO EXERCISE IN A FUN WAY.

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