

# W5350002

## Hot Potato Activity Sheet

### Potato Relay

Divide kids into teams of 6 players each. Depending on the size of the group, modify the number of teams and team members. Half of each team stands at opposite ends of the playing area, in a single file. Use our Marking Kit (W6048) to create starting lines and boundaries for each team. Each team should be given one Hot Potato. When the instructor signals “go”, throw the Hot Potato to the first team member in the opposite line and then run to the back of your line. The player catching the potato throws it to the second person on the opposite side and runs back to the end of the line and so on. If a player steps over the starting line, he or she must go leave the play area and sit down, letting the next player take a turn instead. If a player misses or drops the potato, this same rule applies. Play continues as so until the instructor calls “time”. The team with the most players still standing is declared the winner. Adjust level of challenge by varying the distance between the opposite sides, allowing more than one try, adjusting time period, etc.

Team One		Team Two	
<u>Starting Line</u>		<u>Starting Line</u>	
X	X	X	X
X	X	X	X
X	X	X	X
X	X	X	X
X	X	X	X

### Stealin’ Spuds

This game will really get your kids moving! It works best on a playground with a “four square” area but you can make your own with our Marking Tape (W4540). You will also need a stopwatch (W5178) and two or three Hot Potatoes. Divide the kids into groups of four and the Hot Potatoes by color. Place a pile of the same colored Hot Potatoes in each corner. To begin play have a child in each section of the square(s). Set stopwatch for 1 minute. When the instructor signals a “go”, each player races to another section grabbing a “spud” to bring back to his or her pile. This action continues until the instructor calls “time”. The object is to be the player with the biggest pile of “spuds”. Kids may only bring back one Hot Potato at a time. Taking more than one, pushing or purposely bumping others players are against the rules and cause a player to be “out”. For the final challenge, the winners from all squares repeat play for the Stealin’ Spuds showdown.

### Mashed Potato Tag

This Hot Potato activity is the perfect companion to our “Everybody Dance!” CD (MM103). Select 12 players to be “potato mashers” and give them each one Hot Potato for tagging. The rest of the kids are the “potatoes”. Play the song “Mashed Potato” as the mashers chase and try to tag the “potatoes”. When tagged, the “potato” must stop running and then perform the “Mashed Potato” dance for 15 seconds. (Easy dance steps are included with the CD). The “potato” may resume play when the 15 seconds are up. After a “potato masher” tags 4 “potatoes”, he or she must change roles with the next “potato” tagged (5<sup>th</sup>). Play continues until all kids have had a chance to be both “potatoes” and “mashers” or for the length of the song.

### Potato Salad Jumble

To make your Potato Salad Jumble you will need two medium sized baskets or storage bins. (Our Pop Up Ball Bins work great 14881) Fill with items of various sizes, shapes, textures and materials. A good selection should include fleece balls, foam discs, beanbags, Spectrum™ Koogle Balls, jump ropes, Spectrum™ Superlight Toss Balls, Wet Noodle Ball or Square Ball. Toss in six Hot Potatoes and mix up all items so that the Hot Potatoes are hard to find. Divide kids into two equal teams. Blindfold one player from each team and position them in front of the “jumble”.

### Potato Salad Jumble, con't

When the instructor signals “go”, the players who are blindfolded start to dig into the “jumble” trying to pull out as many Hot Potatoes as they can before time runs out. (15 to 20 seconds work well.) Repeat this with two more kids until everyone has had a chance. Each potato should be assigned a point value (red = 2 points, etc.) whichever team accumulates the most points win the game. If kids sneak a peak while digging, they must forfeit points earned for the team.

### Tuber Target Toss

A fun warm-up activity that exercises hand eye coordination! Start with our Beanbag Toss set (w5313) and a set of twelve Hot Potatoes. Place target net at a distance that is appropriate for your group’s age and ability. Designate four of the five target holes as red, yellow, blue and green to match the colors of the Hot Potatoes. Assign exercise “point values” to each, red = 6 jumping jacks, green = 5 toe touches, etc. The middle target is “wild”. To begin each player chooses a potato and tries to hit the color coordinated target hole. If the potato makes it through, the whole group performs that exercise. If a child hits the “wild” target, he or she decides which exercise the group will perform. When a toss is missed or hits the wrong target, the instructor decides the exercise. Play can continue for a determined amount of time or until everyone has had a chance to try.

### Potato Chips

Divide kids into teams of twelve or any equal number. Place a set or two of Hot Potatoes in the middle of a parachute depending on your parachute size. Large groups or older kids use one of our larger parachutes 24 or 30ft and for younger kids or smaller groups try a 6 or 12ft parachute. For extra fun try using our Happy Face PlayChute™. First team holds the parachute while the second team walks around the parachute clockwise. When the instructor calls “potato chips” the team holding the parachute will try to fling the Hot Potatoes off. If a member of the second team catches a “flying chip” he or she can switch places with anyone operating the parachute. Any member of the second team that did not catch a “flying chip” must perform the designated activity (red = jumping jacks, green = push ups, yellow = jumping rope, etc) associated with the potato chip that has dropped to the ground next to them. Continue play until everyone has the chance to operate the parachute or as time allows.

### Grabbin Tater Tag

Divide the group into two equal teams and the instructor will act as an umpire. Each team member should be assigned a number and then formed into two opposing lines. Place a Hot Potato balanced on a poly cone (W5043) in the middle of the two teams. The object of the game is to grab the “Tater” and bring it back to your own side without being tagged. When the umpire calls a number the two players assigned that number compete for a round. All other players remain in place. Both players need to look for an advantage to grab the “Tater” and return to his or her team. Players may not touch the other until either one of them touches the “Tater”, then tagging is fair game. If a player is tagged after touching the “Tater”, the other team earns a point. If either one knocks over the cone while trying to grab the “Tater”, the round is considered over and play will continue with two new players. Game is over when everyone has had a chance to compete or as time allows. Total points accumulated determine the winning team.

### Sack of Potatoes Race

A traditional favorite with challenging twists. Split group into two teams of six. Each racer will a genuine Potato Sack (W4537) and one Hot Potato. Set up a racing course on a grassy area big enough for both teams to have a starting and finish line. We suggest using Boundary Markers (W5926) for easy course set up. Along the finish line, set up 12 Spectrum™ cones (six for each team) in a row.

### Sack of Potatoes Race con't

Kids should follow the traditional rules for a sack race (getting into a sack and hopping to the finish), except they must carry a Hot Potato with them in the sack. When they reach the finish, racers take off their sacks, grab the Hot Potato, race over to the one of the six cones and balance it on the top. The team to balance all six Hot Potatoes on the cone tops win. Variations: All members from both teams may race at once for a fun free for all or run a Hot Potato relay race.

#### Please pass the Taters

This toss and catch circle game builds quick reactions and thinking! Divide you kids into two groups of twelve and have them sit in a circle with knees just touching. Start each team out with one Hot Potato. One person names someone in the group and tosses the Hot Potato to him or her. In turn, that person catches it, names another and throws it to him or her. Everyone in the circle throws the potato to the person they have called on. Continue until the potato has completed a full circle without it being dropped. If the potato makes it around with being dropped have the kids call out the same names as the first round creating a pattern. If this has been mastered or for older kids, assign the Hot Potato colors to the children and using four Hot Potatoes (one of each color) throw that colored Hot Potato to any of the three children assigned to that color. Younger kids could also play this variation with the help of colored mesh pinnies for easy color recognition. Faster play and four Hot Potatoes really stir up the fun. A larger circle will add to the challenge. This isn't really a competitive game, but a fun exercise in cooperation, patterns/color recognition and hand eye movement.