

PRIMARY/ELEMENTARY ACTIVITY: Active Energy Sources

Background: Active Energy is a game best played in a large defined area such as a basketball court, either indoors or outdoors. It can be easily adapted for a variety of topics and age levels.

Time: Five minutes to explain rules, five-ten minutes to play the game

Goal: To reinforce energy source knowledge

Play:

1. With all students on the playing field, explain the game. When the leader calls out a word, the students must complete the correct action before the leader counts to five. Explain the ways that players are eliminated and that the decisions of the leader are final. *(Posters representing the words can also be held up by the leader.)*
2. Choose a number of word/action combinations (depending on the age and ability of the students) and demonstrate them to the students. Have the students practice the actions until they understand the game.
3. Begin game play with all students on the playing field. As students are eliminated, have them move to one side until the next round begins.
4. Continue until only one student remains on the playing field.
5. The last student becomes the leader of the next round.

Ways that players are eliminated:

1. Not completing an action in the allotted time.
2. Being the last person to complete an action.
3. Not forming a group with the correct number of students.
4. Continuing to move after the 'freeze' command is given.
5. Performing an incorrect action.

Word

Solar
 Geothermal
 Wind
 Hydropower
 Biomass
 Coal
 Natural Gas
 Petroleum
 Propane
 Uranium
 Nonrenewable
 Renewable

Action

Run to north side of the playing field.
 Run to south side of the playing field.
 Run to west side of the playing field.
 Run to east side of the playing field.
 Run to center of the playing field.
 Squat in place.
 Two players link arms and spin in a circle.
 Three players form a chain and hop.
 Four players form a circle holding hands.
 Five players form a line holding hands and perform a wave.
 Freeze command. Stand still until 'release' command is given.
 Release command. Players are no longer frozen.

