



## MAY 2010 NEWSLETTER

### TIPS & ACTIVITIES

#### How to Bring Memorial Day into the Classroom

Most students think that Memorial Day is just another day off of school, and don't know it was originally called Decoration Day, and that it is a day of remembrance for those who have died in our nation's service. Here are some ways that you can introduce them to the true meaning of the holiday, and provide them with a glimpse into the lives of the men and women it honors. Thanks to Education World

[http://www.educationworld.com/holidays/archives/memorial\\_day.shtml](http://www.educationworld.com/holidays/archives/memorial_day.shtml)

#### Kick The Can

**Number of participants:** Three or more players

**Length of time:** Fifteen to 30 minutes, or until dinner's ready

**What players will need:** Plenty of places to hide and a flat place to leave the can, a play area where nothing (like a window) can be damaged by a flying can

**Background:** *Kick the Can* is the urban cousin of hide and seek. The sound of a can striking the pavement has long been a signal to city dwellers to watch out for hiding children.

**Rules of the game:** Start by choosing one person to be **It**. To start the game, this player gets to kick the can as far as he's able. The players scatter to find hiding places as the can rolls. **It** then chases after the can and brings it back to home base. Once he brings the can home, **It** counts to 50 (or 100) with his eyes closed. When he opens them, he starts searching and the fun begins.

When **It** finds a hider, he calls out this player's name. If the hider can kick over the can before **It** does, he's safe. If **It** makes it to the can first, the player whose name he calls out is captured and must wait in the jail (next to the can). The players in jail are not hopeless. A brave soul can risk capture to save them. If this person can kick over the can and call out "Home free" without getting captured by **It**, the jailbirds are free to run and hide from **It** again.

The game continues until all the jailbirds have been captured. The first person caught becomes **It** in the next game. If jailbreaks keep the game going on too long, the first person who is caught three times becomes **It** and a new game begins.

Directions found on <http://www.neodygrads.com/pages/kick.html>

