



Parachute



Equipment Needed:

Balls, Cones, Parachute, Music (optional)

Want more CATCH?

Check out additional activities on cards: #490, #494

Revised: 7/1/19





- Make physical activity fun and enjoyable for students!
- Achieve state PE requirements of 200 minutes every 10 school days.
- CATCH is intended to be taught a minimum of 3 times each week, though daily classes are preferable.
 Additional cards are available to substitute activities.
- Repeat the lesson! Students learn physical activity skills best through repetition.
- UC CalFresh Educators are here to help train teachers, answer questions, and loan out equipment.
- Short on time? Choose one! Switch between Go
 Activity and Go Fitness cards throughout the month.
 (Both cards should be taught within the month.)

TERMINOLOGY

- Hit the Track- Have students walk, run or skip around the activity zone. This is a useful transition activity between games and when giving instructions.
- Start & Stop Signals- Use action words to indicate
 when students should begin or finish a movement (e.g.
 Go, Stop, Freeze). This promotes listening and easier
 transitions to the next instructional unit.
- Mingle Mingle- Students move within the activity zone without bumping into their peers. This is a great way to organize students into groups.
- When before the What- Give students instructions before they begin to move (e.g. "When I say GO, everyone grab a bean bag.")

LESSON STRUCTURE

Warm-up (3-5 minutes)



Go Fitness (5-15 minutes)



Go Activity (12-15 minutes)







BASKETBALL



Equipment Needed:Ball, Cones, Music (optional)

Want more CATCH?
Check out additional activities on cards:
#385, #391

Revised: 7/1/19





- Make physical activity fun and enjoyable for students!
- Achieve state PE requirements of 200 minutes every 10 school days.
- CATCH is intended to be taught a minimum of 3 times each week, though daily classes are preferable.
 Additional cards are available to substitute activities.
- Repeat the lesson! Students learn physical activity skills best through repetition.
- UC CalFresh Educators are here to help train teachers, answer questions, and loan out equipment.
- Short on time? Choose one! Switch between Go
 Activity and Go Fitness cards throughout the month.
 (Both cards should be taught within the month.)

TERMINOLOGY

- Hit the Track- Have students walk, run or skip around the activity zone. This is a useful transition activity between games and when giving instructions.
- Start & Stop Signals- Use action words to indicate
 when students should begin or finish a movement (e.g.
 Go, Stop, Freeze). This promotes listening and easier
 transitions to the next instructional unit.
- Mingle Mingle- Students move within the activity zone without bumping into their peers. This is a great way to organize students into groups.
- When before the What- Give students instructions before they begin to move (e.g. "When I say GO, everyone grab a bean bag.")

LESSON STRUCTURE

Warm-up (3-5 minutes)



Go Fitness (5-15 minutes)



Go Activity (12-15 minutes)







FLYING DISC



Equipment Needed:
Cones, Flying Disc, Music (optional)

Want more CATCH?
Check out additional activities on cards:
#424, #431, #435

Revised: 7/1/19





- Make physical activity fun and enjoyable for students!
- Achieve state PE requirements of 200 minutes every 10 school days.
- CATCH is intended to be taught a minimum of 3 times each week, though daily classes are preferable.
 Additional cards are available to substitute activities.
- Repeat the lesson! Students learn physical activity skills best through repetition.
- UC CalFresh Educators are here to help train teachers, answer questions, and loan out equipment.
- Short on time? Choose one! Switch between Go
 Activity and Go Fitness cards throughout the month.
 (Both cards should be taught within the month.)

TERMINOLOGY

- Hit the Track- Have students walk, run or skip around the activity zone. This is a useful transition activity between games and when giving instructions.
- Start & Stop Signals- Use action words to indicate
 when students should begin or finish a movement (e.g.
 Go, Stop, Freeze). This promotes listening and easier
 transitions to the next instructional unit.
- Mingle Mingle- Students move within the activity zone without bumping into their peers. This is a great way to organize students into groups.
- When before the What- Give students instructions before they begin to move (e.g. "When I say GO, everyone grab a bean bag.")

LESSON STRUCTURE

Warm-up (3-5 minutes)



Go Fitness (5-15 minutes)



Go Activity (12-15 minutes)







FOOTBALL



Equipment Needed:Cones, Football, Polyspots

Want more CATCH?
Check out additional activities on cards: #459, #618

Revised: 7/1/19





- Make physical activity fun and enjoyable for students!
- Achieve state PE requirements of 200 minutes every 10 school days.
- CATCH is intended to be taught a minimum of 3 times each week, though daily classes are preferable.
 Additional cards are available to substitute activities.
- Repeat the lesson! Students learn physical activity skills best through repetition.
- UC CalFresh Educators are here to help train teachers, answer questions, and loan out equipment.
- Short on time? Choose one! Switch between Go
 Activity and Go Fitness cards throughout the month.
 (Both cards should be taught within the month.)

TERMINOLOGY

- Hit the Track- Have students walk, run or skip around the activity zone. This is a useful transition activity between games and when giving instructions.
- Start & Stop Signals- Use action words to indicate
 when students should begin or finish a movement (e.g.
 Go, Stop, Freeze). This promotes listening and easier
 transitions to the next instructional unit.
- Mingle Mingle- Students move within the activity zone without bumping into their peers. This is a great way to organize students into groups.
- When before the What- Give students instructions before they begin to move (e.g. "When I say GO, everyone grab a bean bag.")

LESSON STRUCTURE

Warm-up (3-5 minutes)



Go Fitness (5-15 minutes)



Go Activity (12-15 minutes)





JUMP ROPE



Equipment Needed:

Rope, Cones, Task Cards (optional)

Want more CATCH? Check out additional activities on cards: #179, #182

Revised: 7/1/19





- Make physical activity fun and enjoyable for students!
- Achieve state PE requirements of 200 minutes every 10 school days.
- CATCH is intended to be taught a minimum of 3 times each week, though daily classes are preferable.
 Additional cards are available to substitute activities.
- Repeat the lesson! Students learn physical activity skills best through repetition.
- UC CalFresh Educators are here to help train teachers, answer questions, and loan out equipment.
- Short on time? Choose one! Switch between Go
 Activity and Go Fitness cards throughout the month.
 (Both cards should be taught within the month.)

TERMINOLOGY

- Hit the Track- Have students walk, run or skip around the activity zone. This is a useful transition activity between games and when giving instructions.
- Start & Stop Signals- Use action words to indicate
 when students should begin or finish a movement (e.g.
 Go, Stop, Freeze). This promotes listening and easier
 transitions to the next instructional unit.
- Mingle Mingle- Students move within the activity zone without bumping into their peers. This is a great way to organize students into groups.
- When before the What- Give students instructions before they begin to move (e.g. "When I say GO, everyone grab a bean bag.")

LESSON STRUCTURE

Warm-up (3-5 minutes)



Go Fitness (5-15 minutes)



Go Activity (12-15 minutes)





SOCCER



Equipment Needed:Ball, Cones, Music (optional)

Want more CATCH?
Check out additional activities on cards: #509, #511

Revised: 7/1/19





- Make physical activity fun and enjoyable for students!
- Achieve state PE requirements of 200 minutes every 10 school days.
- CATCH is intended to be taught a minimum of 3 times each week, though daily classes are preferable.
 Additional cards are available to substitute activities.
- Repeat the lesson! Students learn physical activity skills best through repetition.
- UC CalFresh Educators are here to help train teachers, answer questions, and loan out equipment.
- Short on time? Choose one! Switch between Go
 Activity and Go Fitness cards throughout the month.
 (Both cards should be taught within the month.)

TERMINOLOGY

- Hit the Track- Have students walk, run or skip around the activity zone. This is a useful transition activity between games and when giving instructions.
- Start & Stop Signals- Use action words to indicate
 when students should begin or finish a movement (e.g.
 Go, Stop, Freeze). This promotes listening and easier
 transitions to the next instructional unit.
- Mingle Mingle- Students move within the activity zone without bumping into their peers. This is a great way to organize students into groups.
- When before the What- Give students instructions before they begin to move (e.g. "When I say GO, everyone grab a bean bag.")

LESSON STRUCTURE

Warm-up (3-5 minutes)



Go Fitness (5-15 minutes)



Go Activity (12-15 minutes)







BEAN BAG



Equipment Needed:Bean Bag, Cones, Hoop

Want more CATCH?
Check out additional activities on cards: #540, #542

Revised: 7/1/19





- Make physical activity fun and enjoyable for students!
- Achieve state PE requirements of 200 minutes every 10 school days.
- CATCH is intended to be taught a minimum of 3 times each week, though daily classes are preferable.
 Additional cards are available to substitute activities.
- Repeat the lesson! Students learn physical activity skills best through repetition.
- UC CalFresh Educators are here to help train teachers, answer questions, and loan out equipment.
- Short on time? Choose one! Switch between Go
 Activity and Go Fitness cards throughout the month.
 (Both cards should be taught within the month.)

TERMINOLOGY

- Hit the Track- Have students walk, run or skip around the activity zone. This is a useful transition activity between games and when giving instructions.
- Start & Stop Signals- Use action words to indicate
 when students should begin or finish a movement (e.g.
 Go, Stop, Freeze). This promotes listening and easier
 transitions to the next instructional unit.
- Mingle Mingle- Students move within the activity zone without bumping into their peers. This is a great way to organize students into groups.
- When before the What- Give students instructions before they begin to move (e.g. "When I say GO, everyone grab a bean bag.")

LESSON STRUCTURE

Warm-up (3-5 minutes)



Go Fitness (5-15 minutes)

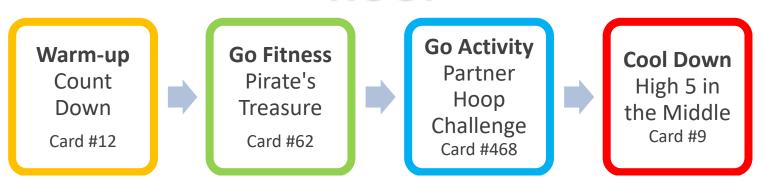


Go Activity (12-15 minutes)





HOOP



Equipment Needed:Bean Bag, Hoop, Poly Spots

Want more CATCH?
Check out additional activities on cards:
#466, #542

Revised: 7/1/19





- Make physical activity fun and enjoyable for students!
- Achieve state PE requirements of 200 minutes every 10 school days.
- CATCH is intended to be taught a minimum of 3 times each week, though daily classes are preferable.
 Additional cards are available to substitute activities.
- Repeat the lesson! Students learn physical activity skills best through repetition.
- UC CalFresh Educators are here to help train teachers, answer questions, and loan out equipment.
- Short on time? Choose one! Switch between Go
 Activity and Go Fitness cards throughout the month.
 (Both cards should be taught within the month.)

TERMINOLOGY

- Hit the Track- Have students walk, run or skip around the activity zone. This is a useful transition activity between games and when giving instructions.
- Start & Stop Signals- Use action words to indicate
 when students should begin or finish a movement (e.g.
 Go, Stop, Freeze). This promotes listening and easier
 transitions to the next instructional unit.
- Mingle Mingle- Students move within the activity zone without bumping into their peers. This is a great way to organize students into groups.
- When before the What- Give students instructions before they begin to move (e.g. "When I say GO, everyone grab a bean bag.")

LESSON STRUCTURE

Warm-up (3-5 minutes)



Go Fitness (5-15 minutes)



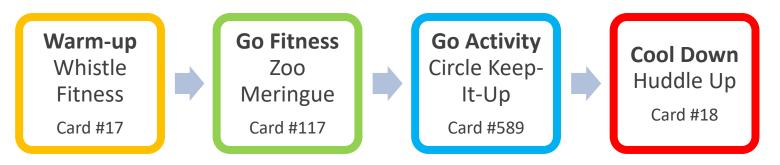
Go Activity (12-15 minutes)







VOLLEYBALL



Equipment Needed:

Ball, Cones, Rope (optional), Music (optional)

Want more CATCH?

Check out additional activities on cards: #212, #593

Revised: 7/1/19





- Make physical activity fun and enjoyable for students!
- Achieve state PE requirements of 200 minutes every 10 school days.
- CATCH is intended to be taught a minimum of 3 times each week, though daily classes are preferable.
 Additional cards are available to substitute activities.
- Repeat the lesson! Students learn physical activity skills best through repetition.
- UC CalFresh Educators are here to help train teachers, answer questions, and loan out equipment.
- Short on time? Choose one! Switch between Go
 Activity and Go Fitness cards throughout the month.
 (Both cards should be taught within the month.)

TERMINOLOGY

- Hit the Track- Have students walk, run or skip around the activity zone. This is a useful transition activity between games and when giving instructions.
- Start & Stop Signals- Use action words to indicate
 when students should begin or finish a movement (e.g.
 Go, Stop, Freeze). This promotes listening and easier
 transitions to the next instructional unit.
- Mingle Mingle- Students move within the activity zone without bumping into their peers. This is a great way to organize students into groups.
- When before the What- Give students instructions before they begin to move (e.g. "When I say GO, everyone grab a bean bag.")

LESSON STRUCTURE

Warm-up (3-5 minutes)



Go Fitness (5-15 minutes)



Go Activity (12-15 minutes)





FITNESS CHALLENGE/SCARF



Equipment Needed:Cones, Scarves, Music (optional)

Want more CATCH?
Check out additional activities on cards:
#70, #314

Revised: 7/1/19





- Make physical activity fun and enjoyable for students!
- Achieve state PE requirements of 200 minutes every 10 school days.
- CATCH is intended to be taught a minimum of 3 times each week, though daily classes are preferable.
 Additional cards are available to substitute activities.
- Repeat the lesson! Students learn physical activity skills best through repetition.
- UC CalFresh Educators are here to help train teachers, answer questions, and loan out equipment.
- Short on time? Choose one! Switch between Go
 Activity and Go Fitness cards throughout the month.
 (Both cards should be taught within the month.)

TERMINOLOGY

- Hit the Track- Have students walk, run or skip around the activity zone. This is a useful transition activity between games and when giving instructions.
- Start & Stop Signals- Use action words to indicate
 when students should begin or finish a movement (e.g.
 Go, Stop, Freeze). This promotes listening and easier
 transitions to the next instructional unit.
- Mingle Mingle- Students move within the activity zone without bumping into their peers. This is a great way to organize students into groups.
- When before the What- Give students instructions before they begin to move (e.g. "When I say GO, everyone grab a bean bag.")

LESSON STRUCTURE

Warm-up (3-5 minutes)



Go Fitness (5-15 minutes)



Go Activity (12-15 minutes)

