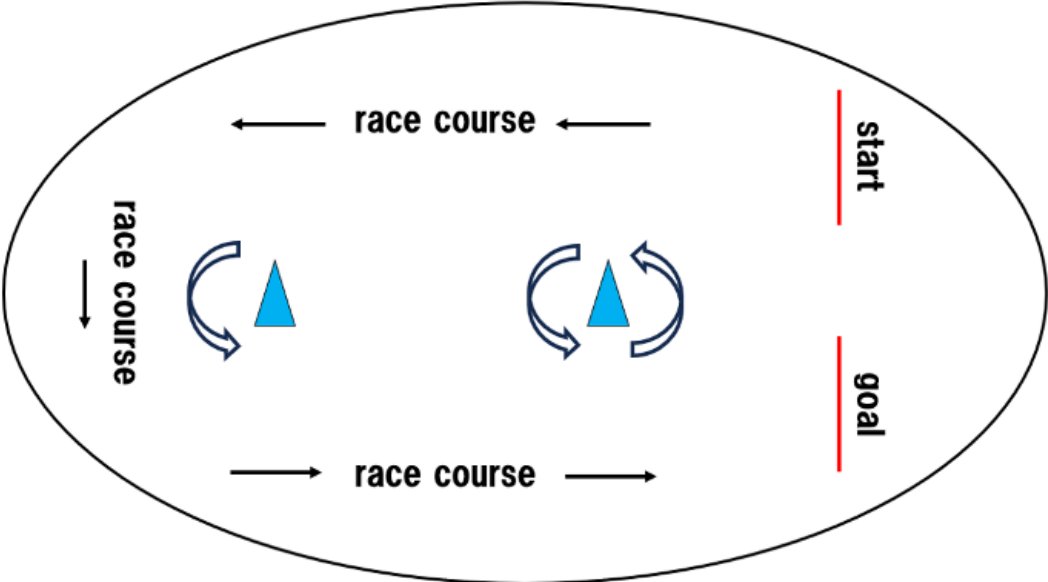


September WS Sports Day Events

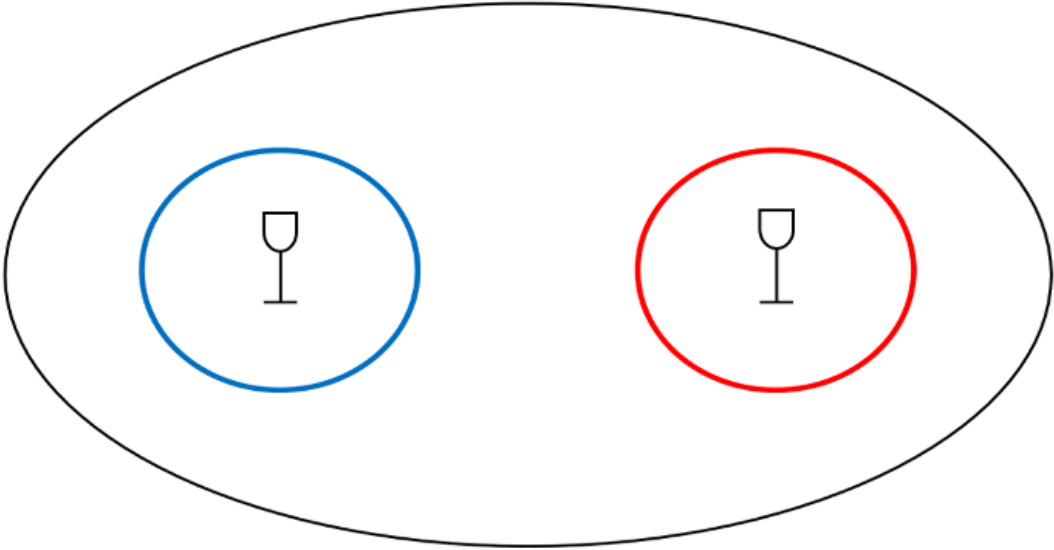
① Eye of the typhoon

Competition	Group activity	For G3 to G6
	Teams of 2 to 4 people run with a pole and go around cones along the way to the goal.	
Overview		
	<ol style="list-style-type: none"> ① At the signal to start the game, the first group all hold the poles with both hands and run. ② Go around the cone in the middle of the course and turn around. ③ Pass the pole under the legs of the waiting group. The waiting group jumps on the pole that passes under their legs. ④ Pass the pole over the heads of the waiting group and bring the pole to the front. The waiting group squats down while the bar passes over their heads. ⑤ Pass the pole to the next group. ⑥ Repeat steps ② to ⑥, and the first team to finish all groups wins. 	
Rule	<ul style="list-style-type: none"> - Do not touch the pole until the signal to start the game is given. - All team members must not take their hands off the pole. - Do not throw the stick to the next group. 	
Score		
Role	Teacher: Referee	
	Children: Plyers, supporters	
Preparations	poles, cones	
Notes		

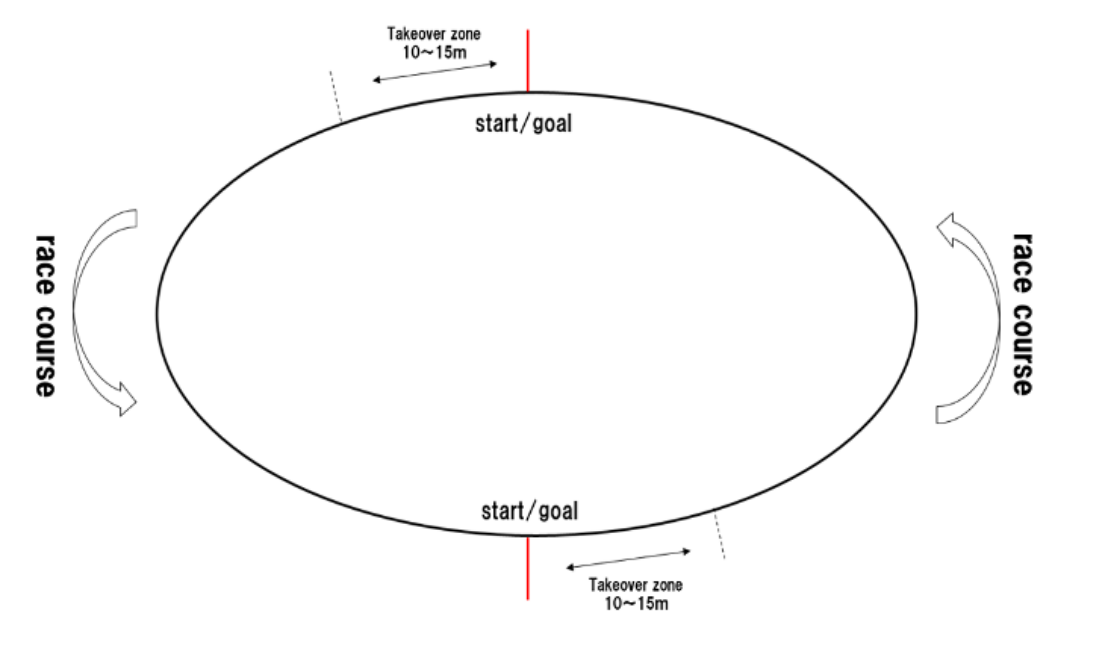
② Carrying the ball

Competition	Group activity	For G1 to G6
Overview	In pairs, aim for the goal while carrying the ball using tools to avoid dropping it.	
	<ol style="list-style-type: none"> ① At the start signal, place the ball on the stick and hold both ends of the stick. ② Go forward to the cone without dropping the ball. ③ Go around the cone and turn around. ④ Hand the stick with the ball on it to the next group. ⑤ Repeat steps ② to ④, and the first team to finish running all groups wins. 	
Rule	<ul style="list-style-type: none"> - Do not touch the sticks or balls until the signal to start the game is given. - Runners must not take their hands off the pole. - If you drop the ball, restart from where you dropped it. 	
Score		
Role	Teacher: Referee	
	Children: Plyers, supporters	
Preparations	Sticks (cloth is also acceptable), balls, cones	
Notes		

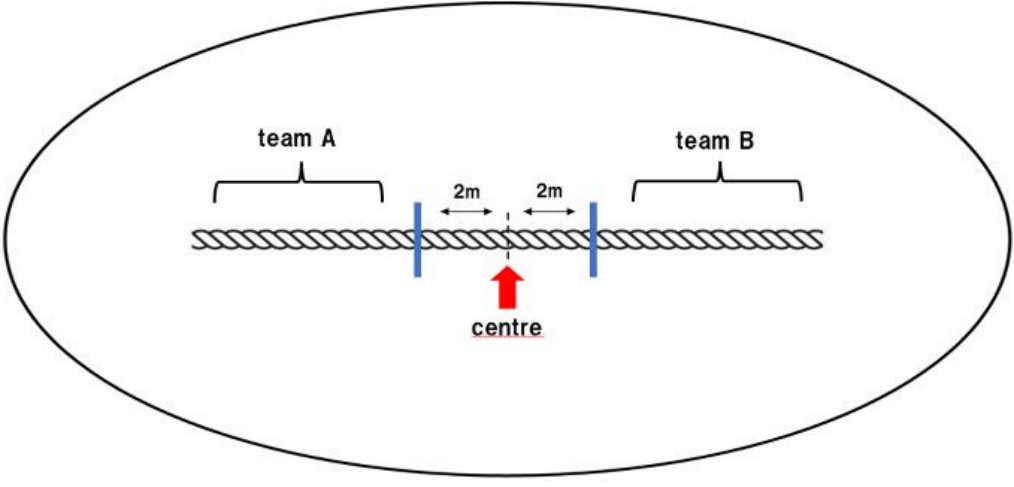
③Dancing ball bowl

Competition	Group activity	For KG to G4
Overview	Compete in the number of balls thrown into the basket while incorporating expressive activities.	
		
	<ol style="list-style-type: none"> ① Enter the field at the signal to start the game and pick up the ball. ② Throw the ball into a basket placed high up. ③ When the music starts playing, everyone goes outside the field. ④ Continue dancing outside the field while the music is playing. ⑤ When the music stops, return to the field and restart throwing balls. ⑥ Repeat steps ② to ⑤ and the team that can throw the most balls into the basket wins. 	
Rule	<ul style="list-style-type: none"> - Do not enter the field until the signal to start the game is given. - Do not touch the ball until the signal to start the game is given. - When the music plays, the ball must be placed inside the field. - When the music starts, everyone must go outside the field immediately. - Do not touch the ball while the music is playing. 	
Score		
Role	Teachers: Referee, basket holders, sound	
	Children: Plyers, supporters	
Preparations	ball baskets, balls	
Notes		

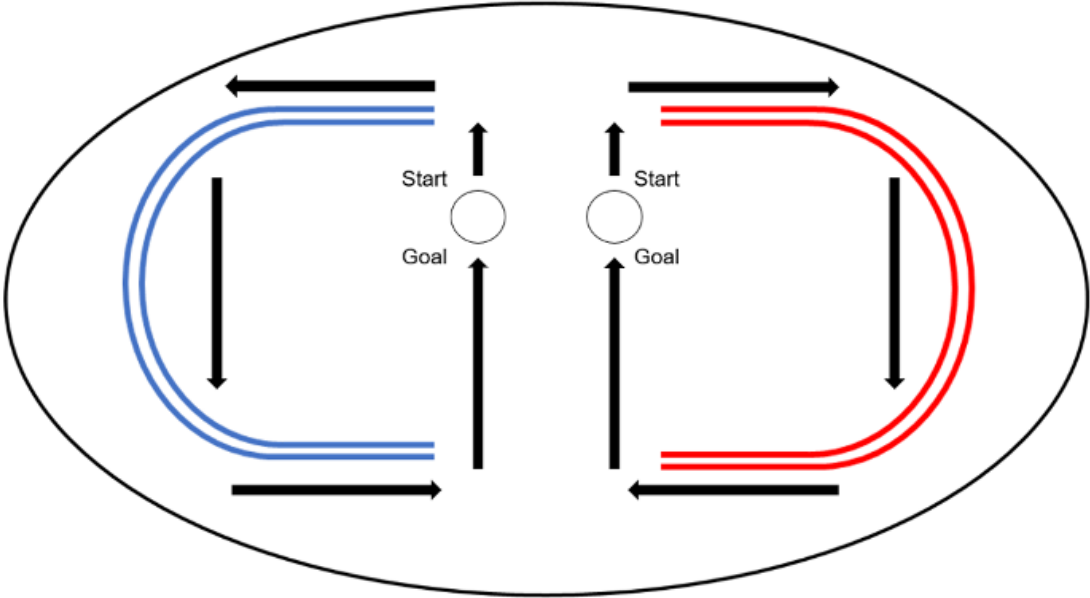
④ Relay

Competition	Group activity	For All grades
Overview	A relay race where teams compete to see how fast they can run while passing the baton together.	
		
	<ol style="list-style-type: none"> ① First runner from each team holds a baton and lines up on the starting line. ② Run to the next runner's position at the start signal. The next runners line up from the inside of the track to the outside in the order of the previous runner. ③ Pass the baton from the previous runner to the next runner within the takeover zone. ④ The next runner receives the baton and runs one after another to the runner's position. ⑤ Repeat steps ② to ⑤ to determine the ranking in the order in which the last runner crosses the finish line. 	
Rule	<ul style="list-style-type: none"> - If you drop the baton, restart from where you dropped it. - Do not get in the way of other runners - When overtaking an opponent, do so from the outside as a general rule. - Do not throw the baton to the next runner. - Baton passing is limited to within the takeover zone 	
Score		
Role	Teacher: Referee	
	Children: Plyers, supporters	
Preparations	batons	
Notes		

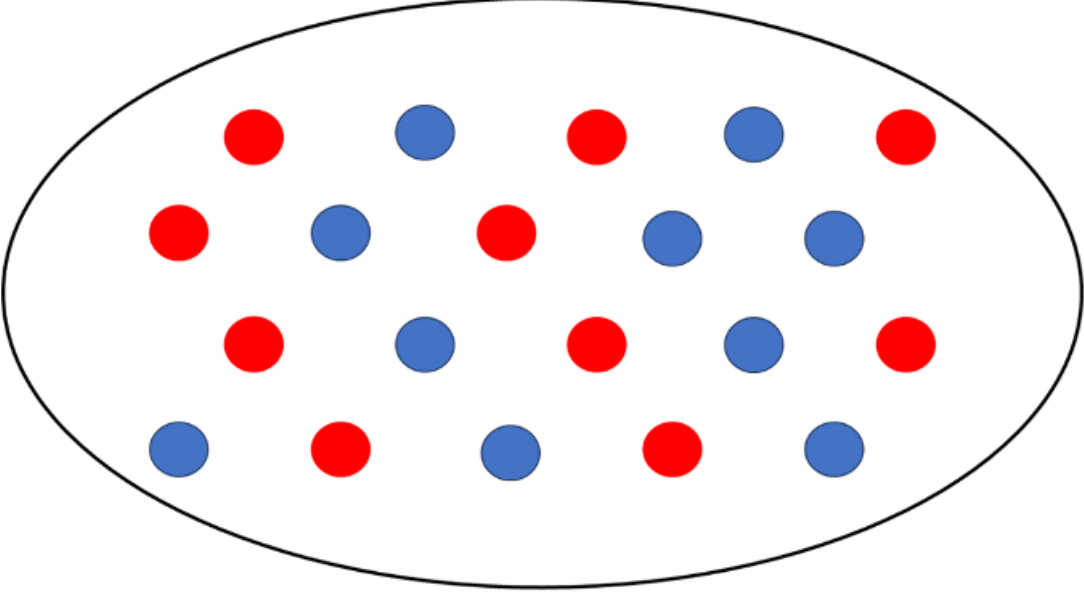
⑤ Tug of war

Competition	Group activity	For G1 to G6
Overview	Each team pulls the rope from both sides and competes for the distance the rope moves	
		
	<ol style="list-style-type: none"> ① Two lines across the rope. ② Hold the rope at the signal of the whistle. *Do not pull the rope yet. ③ Pull the rope at the start signal. ④ The team with the red ribbon passing over its marker at the end of time (30 seconds) or at the end of the game wins. ⑤ At the end signal, slowly lower the rope. 	
Rule	<ul style="list-style-type: none"> - One competition time is 30 seconds - The game ends if the center of the rope passes through the cone even within the time limit. - Do not pull on the rope until given the signal. 	
Score		
Role	Teacher: Referee, timekeeper	
	Children: Players, supporters	
Preparations	rope, cones	
Notes	<ul style="list-style-type: none"> - Do not let go of the rope suddenly as it is dangerous. - New ropes are hard and may cause injury. 	

⑥ Large ball delivery

Competition	Group activity	For all grades
Overview	Send the ball over the heads of all the players on each team and compete to see how fast they can do it.	
		
Rule	<ul style="list-style-type: none"> ① Two lines per team. ② At the start signal, a representative from each team runs to the end of the row with the ball and places it over the players' heads. ③ Send the ball over the next person's head. ④ When the ball reaches the end of the line, a team representative carries the ball into the hula hoop. ⑤ The first team to return the ball into the hula hoop wins 	
Score	- The ball starts inside the hula hoop and reaches the goal when it enters the hula hoop again. - If the ball falls, the referee will pick it up and restart play from where it fell.	
Role	Teacher: Referee (one per team to see the ball drop) Children: Players, supporters	
Preparations	large balls, hula hoops	
Notes	<ul style="list-style-type: none"> - Line up without height difference. - Pass the ball to the next person without throwing it. 	

⑦ Colorful plates (Othello game)

Competition	Group activity	For KG to G2
Overview	Flip the two-colored circles, front and back, to the team's color.	
		
	<p>① Prepare many circular pieces of cardboard paper with two colors painted on the reverse side, such as red and white.</p> <p>② Divide into teams of two colors.</p> <p>③ At the start signal, flip over the plates that are in the opposing team's color and change them to the team's color.</p> <p>④ The team with the most cards at the end wins!</p>	
	Rule	<p>- Do not overturn the plate until the signal to start the game is given.</p> <p>- Plates must be placed on the field at the end of the game signal.</p>
Score		
Role	Teacher: Referee, plate count, timekeeper	
	Children: Players, supporters	
Preparations	Plates (about 100 plates, colored on both sides)	
Notes	<p>- Play in a place with sufficient space to prevent accidents such as collisions.</p> <p>- Use an even number of plates to ensure a fair start.</p>	

⑧ Pyramid carrying

Competition	Group activity	For KG to G2
Overview	In pairs, aim for the goal while carrying the pyramid using tools to avoid dropping it.	
	<ol style="list-style-type: none"> ① At the start signal, place the pyramid on the platform carrying the pyramid and hold the platform with both hands. ② Go forward to the cone without dropping the pyramid. ③ Go around the cone and turn around. ④ Hand the platform with the pyramid on to the next group. ⑤ Repeat steps ② to ④, and the first team to finish running all groups wins. 	
Rule	<ul style="list-style-type: none"> -Do not touch the platform or pyramid until you are given the signal to start the match. - Runners must not take their hands off the platform. - If you drop the pyramid, restart from where you dropped it. 	
Score		
Role	Teacher: Referee	
	Children: Players, supporters	
Preparations	Tools for carrying pyramids, pyramids, cones	
Notes		

