

Tiny Tots HDLAC Program#

Tiny Tot Games Week 18 (same Week and Rules as Centre Septathlon)

RULES:

- All Tiny Tot participants to be at the oval by 8:15am, warmed up, checked off and given a team number to commence competition at 8:20am.
- All Tiny Tot Managers to be at oval by no later than 8:00am to sign on duty and go to venues as directed to commence promptly at 8:15am.
- Late comers will simply continue with their team to complete the competition morning, although they will **NOT BE ELIGIBLE** for a Tiny Tots Game award.
- All athletes to remain with their teams and the event will be completed in the order or heat determined by the relevant Coordinator.
- Any missed events or failure to compete in an event will **disqualify** athletes from receiving a Tiny Tots Game Award.

8:15-8:20am ROLL CALL

Children need to be checked off the registration roll, and moved into their team number, to avoid confusion this will be written on their wrist and will also match their named score card (Managers will have these for their own team on a clipboard).

8:20-9:40am TINY TOT GAMES

**(4 different activities until all have completed plus 3 drinks breaks,
1 between each activity for 5 mins each)**

We will need a lot of parent help for this event

To keep Tiny Tots entertained when waiting their turn,
we may need to play some catching games in the background.

TINY TOT GAME 1 - RUNNING

Children line up in their lanes behind each other, in their numbered team. Check the Name, Registration Number on the scorecard is the same as the child next to run.

Races to be run as follows:

- 1) 25 metre
- 2) 50 metre

Each child is to be timed, and the time to be recorded on their scorecard. Multiple lanes can be run provided there are enough stopwatches available.

TINY TOT GAME 2 - JAVELIN

We will use the running lanes for the javelin throw. Children line up behind each other in their numbered team. Check the Name, Registration Number of the scorecard is the same as the child next to throw the javelin.

Each child will have 3 throws, with each throw measured and recorded on their card.

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TINY TOT GAME 3 - SHOT PUT

We will use the running lanes for the shot put. Children line up behind each other in their numbered team. Check the Name, Registration Number of the scorecard is the same as the child next to throw the shot put.

Each child will have **3 throws**, with each throw measured and recorded on their card.

~WALK TO LONG JUMP PIT ON THE ROPE~

TINY TOT GAME 4 - LONG JUMP

Children are to line up behind each other at the Long Jump Pit. As each child lines up, check their name and registration number match the scorecard as the next child in the line to jump.

Each child will have **3 jumps**, with jumps measured and recorded on their card. After each jump, each child is to go to the back of the line, waiting for their next jump. When a child has finished their 3 jumps, have them sit on hill, have a drink and rest until everyone else is finished.

9:40-9:45am ENCOURAGEMENT AWARDS & PHOTOS

EQUIPMENT NEEDED – Whistle, Stop Watches, Clipboards, Pens, Tape Measures (x3), Witches Hats, Foam Javelins, Shot Put Balls, Guide Rope, Balls.