

## Jumpin' Jack and his Capitals

5th grade

geography

materials:

- a Touch and Learn USA map (toy)
- a Fitbit Ace 2, kids activity tracker
- A ball or a beanbag

The students will stand in a circle formation. The teacher will choose one student to start with the bean bag. To begin, the student throws the bean bag to another student while calling out of state. The touch an Learn USA map will be located in the center of the circle and the student with the bag will find the state and locate its capital with the technology if they don't already know the capital. During the finding of the capital, the thrower will continue to do jumping jacks until the receiver correctly answers the capital. Once it is answered, the thrower can sit down. This is repeated until all children have a chance to participate and are seated. The game can continue as long as time allows. Making sure that each child sits down after their turn will ensure that all children are included in the game.

To add difficulty, 2 bean bags can be going at the same time. To change the game up a bit, we can catch the capitals with Push Up Paul, Sit-Up Sally, Frog Hop Frank, or Burpee Beverly.