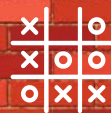




MACKINTOSH ACADEMY

MACKNIFICENT EVENTS



OVERVIEW OF ACTIVITIES FOR MAY 25 – 30

Monday, May 25

- *All Day* – No school for Memorial Day holiday

Tuesday, May 26

- *All Day* – Last day of regular FLEX scheduling
- *6:00 p.m.* – PYP Exhibition Zoom Presentation (6th grade)

Wednesday, May 27

- *9:00 a.m. to 9:30 a.m.* – Field Day Opening Ceremony. See details on page 1.
- *9:30 a.m. to whenever you want!* – Family Field Day Events
- MYP On-Demand Streaming of Zoomio and Juliet available to Middle School parents and families

Thursday, May 28

- *9:00 a.m. to 11:30 a.m.* – Zoom Games with your favorite teachers and staff. See schedule on page 2.
- *3:00 p.m. to 3:30 p.m.* – Field Day Closing Ceremonies with Learner Profile Tributes

Friday, May 29

- *9:00 a.m. to 9:30 a.m.* – Graduation Live Ceremony (for 8th grade students and their families)
- Streaming On-Demand aspect of Graduation available on Saturday

Saturday, May 30

- *10:00 a.m. to 3:00 p.m.* – Final Carline Celebration

Come to the final car line with your posters of love and appreciation for your teachers. Bring your loaned supplies to turn in and we will give you any items that might have been left in cubbies or lockers! Please see detailed information and schedule on page 3.



THURSDAY ZOOM FUN SESSIONS



*REGISTRATION REQUIRED IN PARENT SQUARE!



9:30-9:50

Pictionary!

Ms. Lambert/Mr. Ashworth
Grade 2 and under

Mad Libs

Ms. Allen
Grade 2 and under

I Spy!

Ms. Logan
PreK to Grade 1

Scavenger Hunt!

Mrs. Schultz
Grades 3 and 4

Frio o Caliente

Sra. Jenkins
Grades 2 through 5

The Tell Tale Heart

Mrs. Remy
Grades 6 through 8

Zoom Breakout Break Out

Mr. Pausback
Grades 5 through 8

Literature Jeopardy!

Ms. St.
Grades 3 through 8

10:00-10:20

Pictionary!

Ms. Lambert/Mr. Ashworth
Grade 2 and under

Read Aloud

Ms. Dunne
PreK through Grade 2

Mad Libs

Ms. Allen
Grade 2 and under

I Spy!

Ms. Logan
PreK to Grade 1

Doodle Game!

Mrs. Guilbert
Grades 2 through 5

Improv!

Mrs. Kates
Grades 3 through 8

The Tell Tale Heart

Mrs. Remy
Grades 6 through 8

Tracker Tag!

Mrs. Weston
Grades 3 through 8

General Knowledge Jeopardy

Ms. St.
Grades 3 through 8

10:30-10:50

Singing & Dancing

Mrs. Kates
PreK through Grade 2

Move & Giggle

Mrs. Conner
PreK through Grade 2

Tracker Tag!

Mrs. Weston
Grade 2 and under

Read Aloud: I Wanna Iguana

Mrs. Pausback
PreK through Grade 2

Mathlympics!

Mrs. Steklac
Grades 5 through 8

Star Wars Trivia!

Mrs. Muhich
Grades 3 through 8

Frio o Caliente

Sra. Jenkins
Grades 3 through 8

Zoom Breakout Break Out

Mr. Pausback
Grades 5 through 8

Literature Jeopardy!

Ms. St.
Grades 3 through 8

11:00-11:20

Scavenger Hunt!

Mrs. Schultz
Grades 2 and under

Read Aloud: Interrupting Chicken

Mrs. Pausback
PreK through 4

Mathlympics Jr.

Mrs. Steklac
Grades K through 4

Doodle Game!

Mrs. Guilbert
Grades 3 through 5

Move & Giggle!

Mrs. Conner
Grades 3 through 5

Read Aloud

Ms. Dunne
Grades 4 through 8

Star Wars Trivia!

Mrs. Muhich
Grades 3 through 8

General Knowledge Jeopardy!

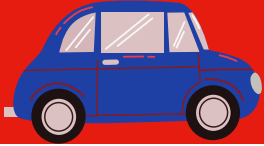
Ms. St.
Grades 3 through 8

Charades

Mrs. Henricks
Grades 3 through 8

CLOSING MACKNIFICENT CEREMONIES 3:00

FINAL CARLINE PARADE



We will be having a FINAL CAR LINE PARADE to say good-bye to our amazing teachers, return school items, and receive any personal effects that may have been left in cubbies, lockers, or other nooks and crannies of the school. The FINAL CAR LINE PARADE adheres to the social distancing and public health guidelines specifically for schools.

- 10:00 - 11:00 Middle School
- 11:00 - 12:00 5th-6th
- 12:00 - 1:00 3rd-4th
- 1:00 - 2:00 1st-2nd
- 2:00 - 3:00 PK- K

The times allotted for each classroom parade are ample to get all families through. In fact, you can come at any time in the window to ensure we don't have too many cars at one time. Don't feel like you have to be there right at the start! Families are welcome and encouraged to drive through at all parade times that may apply to their specific children, but we recognize this may not be possible. Please come through at a time that works best for your family and we will ensure items are received and picked-up. Our highest priority is the safety of our entire community.

All faculty and staff will be wearing masks and gloves at all times during the parade and will be adhering to strict social distancing requirements. We ask that families do not exit their cars. **Bathrooms, playgrounds, water fountains, and contact hugs will not be available.** Cars will proceed through our parking lot like normal car line, only this time it will be a bit more raucous. **We hope for cheering, smiles, and general celebration. (No horn blowing as we would like our neighbors to still like us!)** Feel free to bring signs and decorate your car, celebrating the moment and each other!

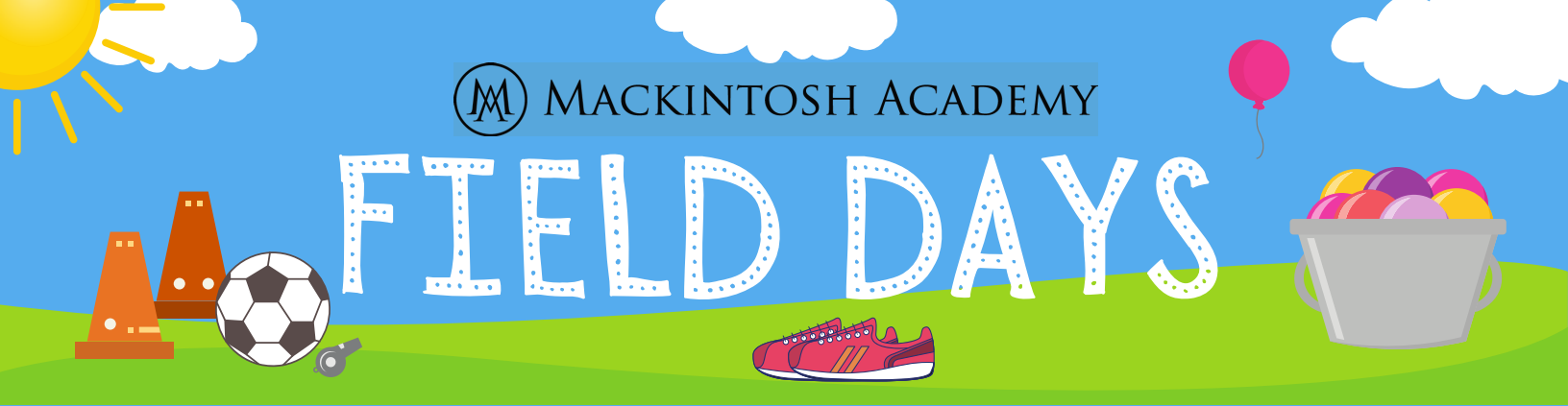
Circling the Island (Expect at least twice to circle the island)

At Stop 1- Families will ensure ALL borrowed school items are given to teachers. This will include any and all items that your teachers gave you throughout this period. Teachers will send personalized, emailed lists to each family detailing what they expect to be returned (school Chromebooks-Ipads, math manipulatives, whiteboards, erasers, textbooks, reading books). Staff will take a picture of all returned items at this point and teachers will sign off what they received back.

*Special Stop- If your child has medications to pick up, one car at a time will be allowed to park in the island parking area to meet with Mrs. Schultz to return medications. Bring your own pen to sign out medications.

At Stops 2/3- Staff will hand out in plastic bags any personal items to families. Mrs. Weston will give Field Day ribbons.

*A note about participation: Our intention is for the End-of-Year Car Parade to be as **inclusive as possible**, hence why we are doing it on Saturday, a typical non-work day. We recognize that, due to your own personal health status, or the health status of others in your family, you may not feel comfortable joining us for this event. We respect everyone's need to make their own decision about participation based on individual circumstances. If you are not able to make it to the parade, we will make other arrangements so you can receive the items being distributed and that we can collect any Mackintosh technology or materials. We are also respecting the health considerations of our faculty and staff, and while we will have so many of our teachers and staff on hand for the parade, it is possible that some will not be able to attend.*



SCHEDULE OF ACTIVITIES FOR MAY 27 - 28TH

Wednesday 9:00 a.m. to 9:30 a.m. - Opening Ceremony

We'll begin with an all-school assembly that includes the Pledge of Allegiance by our 8th graders, National Anthem sung by Amanda Raddatz, and opening remarks from Mrs. Weston. [Click here to join the Zoom meeting](#)

Wednesday 9:30 a.m. to whenever you want! - Family Events

Let the games begin! Select from the menu of activities included on page 4. Activities include classic Mack favorites, and some new games put together by the Open Physical Education Network.









Share your activities by filling out the [participation form](#) and taking lots of pictures. Upload photos to Vidigami or add them to the participation form link by 10:00 on Thursday to be included in our Closing Ceremony slide show.

Don't forget to stay hydrated and apply sunscreen!

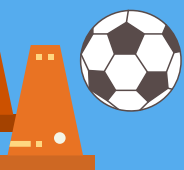
Thursday 3:00 p.m. to 3:30 p.m. - Closing Ceremony - Learner Profile Tributes

The day will conclude with an all-school closing ceremony and slide show. Since we can't end a Mack field day without a frozen treat, bring your own popsicle or other snack to enjoy (Field Day ribbons will be given out on Saturday, May 30th.) [Click here to join the Zoom meeting.](#)

MACK FIELD DAY MENU OF ACTIVITIES

 RACES	 GAMES	 MACK FAVES & CHALLENGES
<p>Sprints – How far can you go in one minute?</p> <p>Endurance Run – For how long can you run?</p>	<p>Soccer – How many goals you can score?</p> <p>Kickball – Play a family kickball game.</p>	<p>Backboard Bank It – Roll up socks to make sock balls. Place a laundry basket 5–10' away. How many baskets can you make?</p> 
<p>Gunny Sack Race – Put both feet in a gunny sack or old pillow case and hop to the finish line.</p>	<p>Paper Plane Corn Hole – Score points by throwing your paper airplane into a bucket.</p> 	<p>Jumping Jacks – How many jumping jacks can we jump as a school?</p>
<p>MACK-a-thon – Could we collectively run a marathon today? Let's find out! If every student ran 1/4 mile, we'd get there!</p>	<p>Water Bucket Relay – Participate in a relay with a cup of water on your head. See which team can fill a bucket first.</p>	<p>Wind Bowling – Knock empty plastic cups off a table using only the wind generated by waving a balloon or paper plate.</p> 
<p>3 Legged Race – Tie a band/cloth around one of your legs and the leg of your partner. Cooperation and synchronized walking/jogging are key.</p>	<p>Volleyball – Play with a beach ball, balloon, or even a volleyball.</p> <p>Basketball – Play a shooting game like HORSE.</p>	<p>Parachute – Use a parachute or old sheet. Hide under the parachute, trade places with someone while others are holding the parachute high, or play popcorn (use the parachute to fling soft items high into the air.)</p>
<p>Penguin Race – Place an egg (tennis ball) between your knees and waddle back and forth. Don't drop the egg!</p> 	<p>Water balloon toss – Fill a balloon with water and play catch with a partner. What is your highest number of tosses?</p>	<p>Sock-Er Skee-Ball – Kick a rolled up sock into skee-ball targets</p>  <p>Laundry Basket = 1 point Bucket = 5 points Tupperware = 10 points</p>

[CLICK HERE FOR FIELD DAY PARTICIPATION FORM](#)



SUGGESTED LIST OF SUPPLIES FOR FIELD DAY

- Water bottle
- Sunscreen
- Stopwatch or timer
- Old pillowcase
- Scarf or band (for 3-legged race)
- Balls (soccer ball, basketball, volleyball, etc.)
- Bucket for water
- Water balloons
- Plastic cups
- Small plastic container
- Parachute or sheet
- Sock balls (8-10)
- Laundry Basket
- Sheets of paper (for paper airplanes)
- Tennis ball
- Equipment for any other games your family enjoys!
- National Field Day Videos



**Don't forget a popsicle or other treat for
the end of the day on Thursday!**

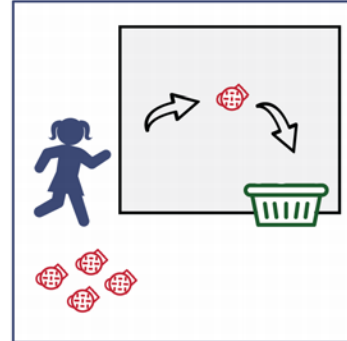
BACKBOARD BANK IT

Get Ready: 5 Large Sock Balls, Laundry Basket or Bucket, A Wall

Get Set: Roll up the socks to make sock-balls. Place the basket or bucket against the wall. Mark a distance 5' – 10' from the basket.

GO!

- This event is called Backboard Bank It.
- The object of this game is to score as many points as you can in 1 minute.
- Do that by tossing the sock balls off of the wall and into the basket. You **MUST** use the wall as your backboard and bank it into the basket.
- Score a point for every sock that is banked into the basket.
- Write your score down on the official Field Day Score Card.



OPEN



PAPER PLANE CORN HOLE

Get Ready: You'll need 3 paper sheets per player, a bucket or laundry basket.

Get Set: Create 3 paper airplanes using a design of your choice. Place your bucket 5-10 feet away from your throwing line.

GO!

- This event is called Paper Plane Corn Hole.
- The object of the game is to score points by throwing your paper airplane into your bucket. You have 1 minute to score as many as possible.
- Design and create 3 paper airplanes.
- On the start signal, fly your airplanes as many times as you can toward your bucket.
- Score 1 point for every plane that hits the outside of the bucket and 2 points for every plane that lands in the bucket.
- Write your score down on the official Field Day Score Card.



OPEN



PENGUIN RACE

Get Ready: 1 Sock or Tennis Ball and 2 Plastic Cups per Person

Get Set: Set the plastic cups 15-20 ft. from each other.

GO!

- You are a Penguin – the ball is an egg.
- There are 2 different ways to play:
(1) By Yourself or (2) Race A Partner.
- **By Yourself Challenge** – How many points you can score in 1-minute?
 - Place the egg between your knees and waddle back and forth from one cup to the other. When you reach the cup, turn it over.
 - If you drop the egg, do 5 jumping jacks before you continue.
 - Score 1 point for each cup you turn over.
- **Race A Partner Challenge** – Be the first Penguin to turn over 6 cups!
 - On the start signal, waddle to the first cup and turn it over.
 - Now hustle back to the other cup (as much as one can hustle while waddling). Continue back and forth.
 - If you drop the egg, do 5 jumping before you continue.
 - First to turn over 6 cups wins the race (scores 6 points).



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Find more resources at www.OPENPhysEd.org/nationalfieldday



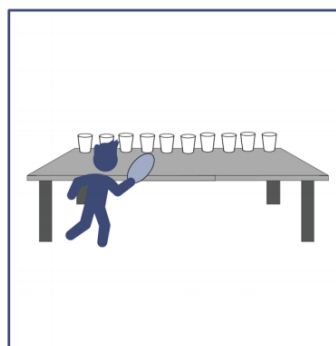
WIND BOWLING

Get Ready: 1 Balloon (or Paper Plate), 10 Plastic Cups

Get Set: Set 10 empty plastic cups at the edge of a table in single file along the edge.

GO!

- This event is called Wind Bowling. The object of the game is to knock all the cups off a table edge using only the air from the balloon or paper-plate fan.
- You'll do that by blowing the balloon up and aiming the escaping air towards the empty plastic cups. If you don't have a balloon you can wave the paper plate like a fan with the fan's air hitting the cups.
- Score a point for every cup that gets knocked off the table.
- You have 1 minute to knock down as many cups as you can.
- Write your score down on the official Field Day Score Card.



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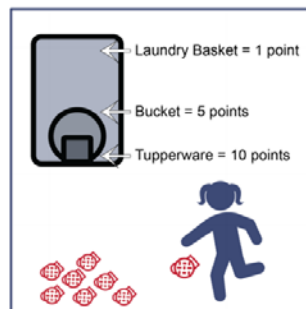
SOCK-ER SKEE-BALL

Get Ready: 10 sock balls, 1 Laundry Basket, 1 Bucket, 1 Tupperware container

Get Set: Roll up the socks to make sock-balls. Stack the targets into skee-ball formation with the Tupperware inside the bucket and the bucket inside the laundry basket.

GO!

- This event is called Sock-er Skee-ball. The object of this game is to score points by kicking the sock ball into the skee-ball targets.
- You'll do that by using your feet to kick the sock ball into the target.
- Score 1 point for every sock ball that lands in the laundry basket.
- Score 5 points for sock balls in the bucket.
- Score 10 points for sock balls in the Tupperware container.
- You get 10 chances to score as many points as you can.
- Write your score down on the official Field Day Score Card.



OPEN



LOOK FOR THE GOOD

Get Ready: An Object to Mark Your Home Base

Get Set: Mark a Home Base anywhere in your house. You will be bringing objects back to this spot.

GO!

- This event is called Look for the Good!
- The object is score points by finding 4 objects in your house (1 at a time) that start with the letters L-F-T-G (Look For The Good).
- You have 1 minute to find them all.
- Score 1 point for each object and a bonus point if you find all 4 (maximum 5 possible points).
- On the start signal, leave home base and go find an object that starts with the letter L. When you find it, return the object to home base before looking for the next object. Continue until you find all 4 items, or time runs out.
- Record your score on the official Field Day Score Card.



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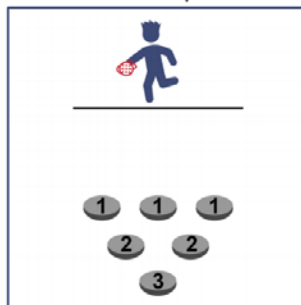


BOWL BALL

Get Ready: 6 Bowls, 1 Sock Ball, Paper & Pencil to Tally Score

Get Set: Set the bowls on the floor in a triangle pattern 3-4 inches apart. Put a piece of paper with the point total in the bottom of each bowl. Mark a throwing line 6-8 ft. away.

Hint: Big bowls are easier than small bowls!



GO!

- The object of the game is to see how many points you can score in 1-minute.
- You do this by tossing the sock ball into the bowls and scoring points based upon where they land.
- After each throw, retrieve the sock ball and hustle back and throw again.
- If the sock lands in a bowl, use the pencil and paper to tally the points for that bowl.
- After 1-minute, calculate your tally and write your total number of points on the official Field Day Score Card.



Find more resources at www.OPENPhysEd.org/nationalfieldday



CLOTHES RELAY

Get Ready: Oversized Tee Shirt, Oversized Shorts, and a Hat; Items to Mark Start/Check Points (cones, socks, plastic cups, etc.); Clock or Stopwatch

Get Set: Set up an area to move in by making a starting point and a check point. Distance can be 15 to 30 walking steps from point to point. Put the shirt and hat on the check point opposite from the start point, put the shorts on the start point.



GO!

- This event is called the Clothes Relay. The object of this game is to see how fast you can go from point to point putting on the clothes and then finishing at the starting point.
- On the start signal, jog down to the check point and put on the t-shirt, then jog back to the start point and put on the shorts, then jog back to the check point and put on the hat, then jog back to finish at the start point.
- Start the Clock on "Go" and stop when you cross the finish with all the clothes on.



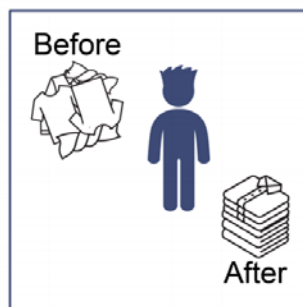
FAST FOLDER

Get Ready: 10 Clothing Items from a Laundry Basket for Each Player

Get Set: Place 10 items from your laundry basket in a pile next to you.

GO!

- This event is called Fast Folder.
- The object of this game is to score points by folding each item (shirt, pants, shorts, etc.). You have 1 minute to fold as many as possible.
- On the start signal, begin folding each piece of laundry.
- Score 1 point for each piece of laundry folded in one minute. Max 10 points.
- Write your score down on the official Field Day Score Card.



OPEN



FLIP YOUR LID

Get Ready: Kitchen Spatula, 1 Tupperware/Plastic Lid

Get Set: Place the lid facing up on a table or floor.
Get your spatula ready for some lid flipping!

GO!

- This event is called Flip Your Lid.
- The object of this game is to flip your Tupperware lid upside down to earn points.
- Place the lid facing up on the table or floor, then slide the spatula under and flip the lid in the air. Let it land flat on the table or floor.
- Score a point for every lid that you flip upside down (0 points if it lands right-side up).
- Quickly reset the lid each time you flip it.
- You will have 1 minute to see how many times you can flip the lid upside down.
- Write your score down on the official Field Day Score Card.



OPEN



IF THE SHOE FITS

Get Ready: 1 Tennis Shoe, Spacious Area, Clean Feet

Get Set: Make sure you have plenty of unobstructed space around you.

GO!

- How many points you can score in 1-minute?
- Put your foot partially into the tennis shoe.
- On the start signal, flip the shoe into the air.
- Score as follows:
 - 1 point = shoe lands on its side
 - 2 points = shoe lands right side up (sole of the shoe on the ground)
 - 3 points = shoe lands *perfectly* upside down (no sides touching the ground)
 - 0 points = if the shoe hits you in the head or knocks over a lamp.
- Write your total number of points on the official Field Day Score Card.
- Go wash your foot.



Find more resources at www.OPENPhysEd.org/nationalfieldday



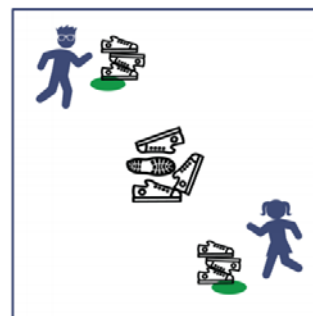
TENNIS SHOE TOWER

Get Ready: 5-10 Shoes per Player, 1 Spot Marker per Player to Create Home Base for Each Player (paper plate, cups, sock etc.)

Get Set: Place shoes in a pile in the center of the room. Place Home Base spots 6'-10' from the pile and 6' apart from other players.

GO!

- This event is called Tennis Shoe Tower.
- The object is to build a shoe tower with shoes collected from the pile.
- On the start signal, players will run and take 1 shoe from the pile, return it to their home base and place it on their shoe tower.
- Repeat till all the shoes are gone. (Run – Grab – Stack – Repeat!)
- If the tower falls, that's okay. Continue stacking to rebuild and continue.
- On the stop signal, count and score 1 point for each shoe in the tower.
- Write your score down on the official Field Day Score Card.



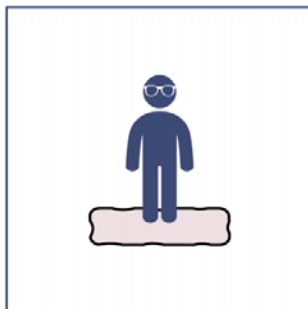
TOWEL FLIP CHALLENGE

Get Ready: 1 large beach or bath towel

Get Set: Lay your towel out flat on your floor and stand on it.

GO!

- This event is the Towel Flip Challenge. The object of this game is to flip the towel as fast as you can without stepping off of it.
- You can take small steps from one part of the towel to another. However, you can only move it when you have both feet firmly in place on top of the towel.
- The towel must be flat at the start and flat at the finish.
- You have 1 minute to complete the challenge.



OPEN



Water Bottle Trap

Get Ready: 1 Empty Water Bottle, 1 Laundry Basket, 1 Sock/Tennis Ball

Get Set: Lean the edge of the laundry basket on top of the empty water bottle. Designate a rolling line 8-10 ft. away (the open side of the laundry basket should be facing you).

GO!

- The objective is to see how many points you can score in 1-minute.
- Do this by rolling the sock/tennis ball at the water bottle.
- To score the ball must hit the water bottle first (the roll does not count if it misses the bottle and knocks over the basket – sorry!).
- Rolls that hit the water bottle first score as follows:
 - 1 point = basket falls and traps ball only
 - 2 points = basket falls and traps water bottle only
 - 3 points = basket falls and traps both ball and water bottle
- Write your total number of points on the official Field Day Score Card.



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Find more resources at www.OPENPhysEd.org/nationalfieldday