



Hobby Horse Follow the Leader

Game 5 - Hobby Horse Follow the Leader Game

Materials needed:

1. Mp3 file and player for the “*Hobby Horse Follow the Leader*” song which includes instruction for leader and skill change.
2. Mp3 of any song you wish to use for this exercise. The song will need to either be stopped or a large enough break for a change in leader and motor skill instruction.

Preparation

1. Choose the motor skills represented in the song or choose the ones you want to do with the skills left out of the music.
2. Review our lessons for each of the skills that will be used.
3. Have students learn the lessons for the skills that will be used.
4. Review the instructions for this game.
5. Decide on the music you wish to use.

Instruction

1. Line up students in a line ready to follow each other (face to back).
2. Choose 5 students, one for each verse of the *Hobby Horse Follow the Leader Song* and they will be the first ones in line.
3. Choose 5 locomotor skill activities that will be performed. You can have students choose these in advance.
4. Explain how, when the leader changes, the current leader goes to the back of the line to continue the activity and the student next in line will lead with a new motor skill. Repeat until the end of the song at every verse.
5. Instruct students:
 - i. With a review of our Hobby Horse Etiquette information.
 - ii. To perform the activity keeping a safe space (3 or 4 feet) between them and to maintain that space as they move around in a circle.
 - iii. To not pass or get too close to the next rider.
 - iv. To perform the locomotor skill called out.
 - v. To follow the leader in a circle, zig zag, snake or other direction the leader decides.
 - vi. Repeat the activity through the chosen leaders.
 - vii. When they hear “Whoa,” everyone stops. The leader moves to the back of the line and the new leader leads the activity.
 - viii. The teacher or the next leader calls out the new locomotor movement.
 - ix. When they hear, “Giddy Up” they will move in any direction the leader chooses performing the movement called out.
 - x. When you get to the last student (music requires 5 leaders) then the teacher calls out to walk to cool down.
6. Teacher can use the recording to call out instructions or can use the recording with action included. Can be creatively adjusted with new movements selected by the teacher or the students.
7. There are ___# of actions that can be used.
8. Play the music and begin the activity.
9. You may want to set up a home base so that when the activity is done the children all return home.

Follow the Leader

Words and Music by David Fisher and Ken Frawley

Follow the leader
Follow the leader
Follow the leader
Wherever they may go
Follow the leader
Follow the leader
Follow the leader
Wherever they may go
Yippi Yi Ya, Yippi Yi Yo
Follow the leader
Wherever they may go
Yippi Yi Ya, Yippi Yi Yo
Follow the leader
And now let's all Whoa!

Recorded song has 5 verses that new locomotor skills and new leaders can be chosen.