



**Parent-Student Handbook
2017-18**

Vision Statement

Hutchinson Magnet School at Allen is a STEM school of design and discovery. Our school is committed to nurturing a challenging inquiry-based learning environment, dedicated to the advancement of science, technology, engineering and mathematics for the 21st Century.

Mission Statement

Imagining Today ... Creating Tomorrow.

Belief Statements

- ❖ The school must provide a safe and healthy learning environment.
- ❖ The school must maximize the use of current technology.
- ❖ While at school, the student's basic needs will be met.
- ❖ Time and resources must be allocated wisely.
- ❖ Children shall be nurtured to develop responsibility for their own learning and behavior.
- ❖ The school shall provide an environment that fosters respect for individuals and their property.
- ❖ Teaching shall be adapted to individual academic and personal differences.
- ❖ Mastery of basic academic skills is essential for success in the 21st century
- ❖ All those involved with the school shall have a positive and supportive attitude.
- ❖ The school shall utilize community resources in fulfillment of its mission.

Basic Concepts for the Magnet School

- ❖ The school's focus is STEM (Science, Technology, Engineering, Mathematics).
- ❖ Curriculum is aligned with district.
- ❖ Science, Technology, Engineering and Mathematics (STEM) will be integrated throughout all curricula, with a strong emphasis in using the design loop in all content areas.
- ❖ High standards will be developed and students will be expected to master curriculum.
- ❖ Relevant homework will be assigned as needed.
- ❖ Conduct conducive to a positive learning environment will be expected. Respect is expected for authority, for others, and for differences.
- ❖ Accurate and frequent reporting to parents will be expected from the staff.
- ❖ In conjunction with the principal and teaching staff, the site council will play a role in offering advice and counsel where stakeholder input can benefit student achievement.

Specific Characteristics and Regulations for the STEM Magnet School

- ❖ Current STEM Magnet School families will be given priority enrollment for each school year. Additional admission to the STEM Magnet School will be made on the basis of available space and acceptance of the student's application. Out-of-district students may be admitted to the STEM Magnet School if there are no district residents on the waiting list for admission.
- ❖ The STEM Magnet School is a public school. It will incorporate all of the required characteristics of a public school, including separation of church and state, a prohibition

against corporal punishment, and accessibility for students of all backgrounds and ability levels.

- ❖ The STEM Magnet School will adopt the best current practices in education, including the use of modern technology in the teaching-learning process.
- ❖ Class size for the magnet school will adhere to suggested district guidelines. An attempt will be made to obtain reasonable gender balance and include students at the magnet school for diverse ethnic and socioeconomic backgrounds.
- ❖ An annual compact between families and the school will outline expectations for all parties and will be signed by the student, parent/guardian, teacher and principal.
- ❖ Students will be required to wear an approved standard of dress.
- ❖ STEM Magnet School will use the CHAMPS framework as a proactive approach to classroom management.
- ❖ Attendance and punctuality will be strictly enforced.

Parent/Guardian STEM Magnet School Expectations:

- ❖ Parents will be expected to support their children in partnership with the school by:
- ❖ Providing a suitable place and time for homework and assisting them if necessary.
- ❖ Supporting the school's teachers and administrators as they work to create a structured and cooperative environment in the school.
- ❖ Assuming responsibility for reading communications from the school, as well as signing and promptly returning communications (including student agendas/planners) requiring a parent/guardian signature.
- ❖ Joining and/or supporting the Parent Teacher Association of the STEM Magnet School.
- ❖ Assisting the school through volunteering time and/or available resources which can enrich the school experience.

A student application will be approved unless: a classroom/grade level is at capacity; the student's discipline record at the STEM Magnet School or his/her previous school is not in good standing; the student did not meet the disciplinary, academic, or attendance guidelines the preceding year.

Student Daily Schedule

7:30 a.m.	Doors open	8:05 a.m.	Students to class
7:30 a.m.	Breakfast begins	8:10 a.m.	School Day begins
8:00 a.m.	Breakfast ends	3:30 p.m.	Dismissal

There is no adult supervision of students prior to 7:30. Students must be picked up by 3:50 p.m. Please make arrangements for your student accordingly. On early release days students are dismissed at 1:20 p.m. Please check the district calendar for early release dates.

Staff Daily Schedule

7:00 a.m. to 4:00 p.m.	Secretary on duty (Duty does not include student supervision)
7:50 a.m. to 3:50 p.m.	Professional teaching staff on duty

Administration and Certified Staff

Name	Assignment	Room Number	Email Address
Bryan Cunningham	Principal	Front Office	cunninghamb@usd308.com
Dawn Regier	Administrative Assistant	Front Office	regierd@usd308.com
Jeanie Mobley	Food Service Secretary	Front Office	mobleyj@usd308.com
Sarah Mullins	Counselor	Counselor's Office	mullins.sarah@usd308.com
Steve Meier	Speech Language Pathologist	114	meiers@usd308.com
Tina Beeghly	Kindergarten	110	beeghlyt@usd308.com
Jane Hofer	Kindergarten	109	hoferj@usd308.com
Amanda Regehr	1 st Grade	107	regehra@usd308.com
Melissa Burdick	1 st Grade	112	burdick.melissa@usd308.com
Whitney Deitchler	2 nd Grade	104	deitchler.whitney@usd308.com
Elizabeth Wall	2 nd Grade	103	wall.elizabeth@usd308.com
Glinda Theus	3 rd Grade	102	theusg@usd308.com
Joyce Smith	3 rd Grade	101	smithjo@usd308.com
Hannah Schletzbaum	4 th Grade	200	schletzbaumh@usd308.com
Sherri Powell	4 th Grade	201	powellsh@usd308.com
Courtney Unruh	6 th	202	Unruh.courtney@usd308.com
Faith Schneider	6 th	203	Schneider.faith@usd308.com
Kerri Werth	5 th	204	werthk@usd308.com
Jenny Riggins	5 th Grade	205	hanson-riggins.jen@usd308.com
Kristy Farley	Modified	111	farleyk@usd308.com
Brylee Soule	Modified	108	soule.brylee@usd308.com
Barb Vieyra	Interrelated Resource	105	vieyra.barbara@usd308.com
Joy Mae Johnson	Instructional Support	113	johnsonjm@usd308.com
Courtney Bleything	Instructional Support	206	bleythingc@usd308.com
Talia Goldsmith	Physical Education (K-6)	Gym	goldsmith.talia@usd308.com

Joel Cushing	Physical Education (6)	Gym	cushing.joel@usd308.com
Lori Henks	Music (6)	Music Room	henksl@usd308.com
Elizabeth Labes	Music (K-5)	Music Room	labes.elizabeth@usd308.com
Raimy Hester	Librarian	Media Center	hesterr@usd308.com
Meghan Dumler	Art		dumler.meghan@usd308.com
Terri Jones	Nurse	Nurse's Office	jonest@usd308.com
Luann Mulder	Nurse	Nurse's Office	mulder.luann@usd308.com

Student Information Sheet

Please notify the office immediately if any of the following information changes:

- Home address
- Place of employment
- Telephone numbers (home/work/cell/care provider)
- Email
- Name of day care provider
- Contact person

Moving In or Out

If, during the school year, you must move your child, please let us know as soon as you can. If you are moving to another school within USD 308, letting us know early helps staff to work together and ease the transition between schools. If you are moving out of district, it allows us to get your student records to your new school on a timely basis.

Should you move or change your telephone number and remain at our school, please let us know that information as well. That will keep important communication lines open between school and home.

Sources of Information and Regulations

- USD 308 Policies and Regulations – available for viewing on the district website
- USD 308 School Year Calendar
- USD 308 Parent/Student Information Booklet
- Hutchinson STEM Magnet School at Allen web site:
<http://www.usd308.com/node/18>
- Hutchinson STEM Magnet School Facebook:
www.facebook.com/HutchinsonStemMagnetSchool
- District and school newsletters, notes, and notifications

- The Hutchinson News and public radio stations
- SchoolMessenger messaging system

Volunteering

Any parent wishing to volunteer in the classroom on a continuous basis or accompany students on a fieldtrip need to be cleared through the Communities that Care program with a background check. Refer to the district policy regarding volunteers for more information.

Visitors

Anyone visiting Hutchinson STEM Magnet school is required to check in with the main office immediately. All visitors will receive a visitor's badge. Refer to the district policy regarding visitors for more information.

Homework Requests

All homework requests must be made by noon in order to be picked up after school.

Truancy/Attendance

Refer to the district handbook for the district policy on truancy and attendance issues.

Counseling Program

Each elementary school is served by a member of USD 308's elementary counseling program. Student involvement with the counselor is considered an integral part of a student's educational experience. Along with individual and small group counseling, crisis intervention and family support, counselors provide classroom instruction in social, emotional, and character development content areas.

Wellness

Parents are asked to remember the following guidelines:

- Meals purchased at a fast food outlet to be consumed at school must not be brought to school in their original containers. This includes, but is not limited to, fast foods, commercial pizza, and restaurant to-go meals.
- Sack lunches from home are permitted as long as they do not contain restaurant brand food items in their original containers.
- Carbonated beverages (pop) and energy drinks are prohibited in the cafeteria.
- Foods and beverages for classroom rewards, parties and celebrations will not be provided within 1 hour before or after the last lunch period. (Example: pizza parties, etc).

Birthday and Class Parties

Birthdays will be celebrated once a month during lunch. Parents are invited to come eat lunch and celebrate their child's birthday. The birthday lunches each month are part of our healthy schools initiative, focusing on eliminating unhealthy eating in the classroom. Students who are celebrating a birthday for that particular month will be given a special treat at lunch. A schedule of each birthday luncheon will be sent out at the beginning of the school year. Students who have June birthdays will celebrate in May. Students who have July birthdays will celebrate in August. By celebrating birthdays during a special luncheon, instruction time during the day will not be interrupted by individual birthdays celebrated in the classroom. If you wish to eat a school lunch with your child on this day, please contact the school office by 8 a.m. to order a school lunch on the day of the birthday luncheon. Students may eat with their parents at the designated birthday tables during their birthday lunch. If guests are unable to attend the birthday luncheon, the student will be able to invite one friend to sit with them at the birthday tables.

Room parents will organize Fall Festival and Valentine's Day parties which typically begin at 2:30 p.m. (Subject to change at teacher's discretion.) Treats must be store bought. No homemade treats will be allowed.

Electronic Devices

Students are highly encouraged to leave all electronic devices at home. In the event a student brings a personal electronic device to school:

- The device needs to be turned off or silenced during the instructional day.
- The device should be kept in the student's backpack during the instructional day.
- The device may be checked in to the main office upon arrival at school to be placed in the school safe and picked up at the end of the instructional day.

If the electronic device is out during the instructional day, the student will be asked to place it in the appropriate place. If it becomes a distraction, a staff member may confiscate the device or have the student take the device to the office and contact parents to come to the school to pick it up.

Sensory Devices

For certain students or situations sensory devices may be utilized to meet students' needs. Typically, such devices are given to students by the counselor, specialist or teacher. These tools may include but are not limited to: Squeeze balls, stress balls, tactile objects, balance cushions, stretch bands, bouncy bands, chewelry, Velcro strips etc. When students are given such devices they are taught how to use the tools and expected to use them appropriately. If the device becomes a problem or interferes with learning, teachers may confiscate or ask the students to put the device away. It is highly recommended that students do not bring their own sensory devices to school unless prescribed by a doctor or cleared through the principal. The most common device brought from home would include fidget spinners. If a student brings a fidget spinner, it is up to the teachers' discretion on its appropriate uses. The school reserves the right to ban fidget spinners if they interfere with

learning. The school is not responsible for lost or stolen fidget spinners or other devices brought from home.

Standard Dress and Grooming

Hutchinson STEM Magnet School at Allen students will follow a standard code of dress. We do not indicate the company from which to purchase, but the following **MUST** be followed:

- Uniforms are to be kept clean and laundered frequently.
- Worn, tattered, or uniforms with holes in them are not appropriate.
- Parents are requested to monitor the maintenance and or replacement of uniforms.

Uniform Do's and Don'ts

Logos or name brands are not to be worn. If a shirt is worn under a uniform, it must be of a solid uniform color with no graphics. Tags must be removed from the outside of garments when they designate a certain name brand. There will be **NO** sagging. All pants/shorts will be worn at the waistline. **NO** hip huggers.

All shirts will be worn tucked in. Outdoor jackets and coats are **NOT** part of the standard dress code and are up to the parents' discretion. **However, jackets and coats are NOT to be worn in the classroom. Hoodies may be considered a jacket to wear outside but are not allowed to be worn in class during the day.**

Shoes, although not specifically part of the standard dress code, should be practical for physical education and provide safety. Shoes that make black marks on the floor should be avoided. **No open-toed shoes or clogs.** If boots are worn for inclement weather, students should bring appropriate shoes to wear in the building. Socks are part of the overall dress code and are to be worn with **ALL** footwear.

- Belts are considered part of the standard dress code. Students are encouraged to wear a belt when pants or shorts have belt loops.
- Shorts or jumpers must be mid-thigh to knee length.
- No pockets on shirts or t-shirts except for the Oxford shirts. Allen t-shirts are only allowed on specified days.
- Sweatpants, head scarves, tri-corner scarves, sweatbands and other head gear are **NOT** allowed except for religious or medical purposes.
- Hats will not be worn in the building.
- Shirts (other than turtlenecks) must have a collar.
- Clothing, jewelry and haircuts indicating gang membership will **NOT** be allowed.
- No extreme hair styles including: mohawks, unnatural hair color, or shaved designs will be allowed.
- No tattoos (temporary or other).
- No piercings other than ears will be allowed.
- Parents and students should plan on outside play during the day. Children need to dress accordingly. Names should be placed on all coats, jackets, hats and gloves.

Parents will be notified if a student is out of compliance with the standard dress code. You may be asked to bring a change of clothing for your child.

Jean Day

Jean Days are specified days. Acceptable attire for school jean days will be: blue denim jeans or blue denim jean shorts, no colored jeans are to be worn. Shirts with logos or prints that have a school appropriate message are acceptable. No violence, alcohol or tobacco advertisements, or profanity will be allowed. If the school staff determines the design/message on the shirt is inappropriate for school, parents/guardians will be notified and asked to bring a change of clothes. Regular uniform attire is appropriate for jean days.

Selected Colors

Khaki, Navy Blue, Red, White and Hunter Green. No logos are allowed on any uniform clothing articles.

Boys' Articles

Pants-Trouser Style

Khaki or navy in color-may be one size larger if needed but the sagging or hanging of pants is not allowed. Sweatpants and jeans/denim are not allowed.

Shorts

Khaki or navy shorts, mid-thigh or knee length. NO gym or knit shorts.

Shirts

Polo/turtle neck shirts- Must be plain red, white, navy, or hunter green. Long or short sleeves. No tank tops or sleeveless shirts.

Oxford Shirts (Button up dress shirt)

Red, white, navy, hunter green-long or short sleeves

Sweaters

Cardigan, fleece, V-neck or crew neck sweaters. Must be red, white, navy or hunter green. Sweatshirts and hoodies are not allowed.

Belts

Belts are strongly encouraged.

Girls' Articles

Pants-trouser style

Khaki or navy in color. May be one size larger if needed but hanging is not allowed. Jeans/denim material pants are not allowed. Hip hugger type pants, yoga, or sweat pants are not allowed.

Shorts/Skorts

Khaki or navy in color, mid-thigh to knee length. No gym or knit shorts. Capris are allowed.

Pleated skirt/jumper

Khaki or navy in color.

Sweaters

Cardigan, fleece, V-neck or crew neck sweaters. Must be red, white, navy or hunter green. Sweatshirts and hoodies are not allowed.

Shirts

Polo/turtle neck shirts- Must be plain red, white, navy, or hunter green. Long or short sleeves. No tank tops, spaghetti straps, or sleeveless shirts.

Oxford or Peter Pan Shirts (Button up dress shirt or round collars)

Red, white, navy, hunter green in color. Long or short sleeves are allowed.

Tights

Tights may be worn under shorts, skorts, or skirts. White or appropriate color to match khaki or navy pants or shorts. Tights must be white, red, navy blue, hunter green, black, or tan in color. No designs or prints such as animal prints, tessellations, polka-dots, stripes or other patterns. Tights must be solid colored only.

Belts

Belts are strongly encouraged.

Fridays

Each Friday students may wear their STEM shirt with uniform slacks or shorts. STEM shirts are available for purchase at the beginning of the year through the PTA. Previous years' STEM shirts are acceptable.

Playground Rules

The staff developed playground rules to help support student safety and provide consistency in expectations with staff and students. Below are a list of several rules for the major activities students participate in during recess. While it is impossible to cover every recess activity and list every rule, we always expect student to follow our guiding principles of being safe, respectful and responsible.

Playground Boundaries

- Play inside the fences.
- Play where the teacher/staff can see you.
- Ask permission from teacher/staff before leaving the playground.
- With permission, and under close staff supervision, students may retrieve playground equipment outside the fence.
 - Be respectful of the students and teachers in the classrooms that are facing the playground.

Playground Safety

- Line up quickly and quietly at the whistle.
- Hands and feet to yourself.
- Use good sportsmanship and polite words.
- Exit equipment safely without jumping off.
- Be safe around moving equipment and people.
- Tell a teacher immediately if you are injured.
- Ask a teacher when you need to use the restroom, remember to report back when you return.
 - If a ball goes over the fence and onto the sidewalk or street area outside the

fence, the student must tell a playground supervisor. The supervisor will then retrieve the ball or monitor while a student retrieves the ball.

- Use equipment safely and appropriately.
- Kick balls on the field only.
- Rocks and tire pieces are to remain on the ground in the equipment area.
- Avoid violent fake play (Ex: guns, swords, knives, etc).
- Tag is only to be played on the field. Everyone is it.

Soccer Rules

- Ground tackles are not allowed.
- The fence, including the gate area, is out of bounds. The area behind the doorway area of the fence is also considered out of bounds.
 - **Always play the outs by throwing the ball back on to the field in the appropriate manner.** On all throw-ins: Both feet must be in contact with the ground at all times and the thrower must use two hands directly overhead. The throw-in area is where the ball left the playing field.
- Playground supervisor may assist in forming teams.
- Play on the team that picked you or do not play. If you leave the game because you do not want to play on the team on which you were picked, you may not return to play during that recess.
 - No physical contact - which includes pushing, hitting, or tripping. Should this occur it is a free kick to be taken by the offended party at the spot of the infraction, or a timeout will occur. Continual problems in these areas will result in the removal from the game for a period of time to be determined by the playground teacher and/ or the principal. On flagrant problems, the removal will be immediate.
 - While kicking the ball, make sure to keep your foot below the knee of all other players. High kicks are not safe.
 - A player may not touch the ball with their hands unless they are the goalie or are throwing the ball inbounds.
 - If the ball is kicked over the fence, the other team gets to have a free kick. If the ball is kicked over the fence more than 3 times the game is over.

Swing Rules

- One person on a swing at a time.
- Always sit on the swing.
- The swings are to go forward and backward only.
- Keep your hands on your own swing.
- Always hold on while swinging.
- To exit the swing, bring your swing to a complete stop, then walk out.
- Pushing each other or running in and out of moving swings is a safety hazard.

Slide Rules

- Use the slide one person at a time.
- Slide in a sitting position from the top to the bottom, facing forward.
- Move quickly from the bottom of the slide so the next person can come down.

Teeter-totter Rules

- Only **two** people are to be on one teeter-totter at one time. One sitting on one side, the other person sitting on the opposite side facing each other.
 - Standing on the teeter-totter is unsafe.
 - No bouncing your partner off.

Four Square Rules

- Always fair serve (underhanded and one bounce).
- Square A is always the serving square and Square D is where you enter the game after someone gets out.
- The ball must hit the ground once and only once before returning the ball to the square of your choice.
- Do not hit the ball overhand. (Top half of the ball).
- Whoever brings the ball to the game is the first server in square A.
- If the ball hits the line the person who hit the ball is out.
- If the ball hits outside of the boundary lines without bouncing in a square, the person that hit the ball is out.
- No double hits.
- The server may serve to any one of the other three remaining squares.
- Do not hold the ball and then strike or throw the ball.
- Players may assume a position outside of the square at any time during and before the play of the ball.
- No turnovers.
- Fairness and honesty are expected of all players at all times. If you are out, do not argue or complain simply go to the end of the line.
- No redo's called in game.

Basketball Rules

- All basketball games must be played under control, so that nobody gets knocked down and injured. If you do not know how to play the game, then you will need to watch and learn until you will be able to be a safe participant.
 - You are to keep your arms and hands to yourself at all times. There are no body checks allowed. No pushing or pulling is allowed either.
 - There is no referee available, so you are to play fairly and safely.
 - All games will be played half-court in order to allow a second game to take place at the other goal.
 - Five players on offense and defense, remaining players will sub in and out, (for example: when the sub sees a teammate foul, they just call them out and sub in) don't stop playing (like soccer sub) or during dead ball.
 - Everyone playing basketball should be considerate of others. There will be no foul language, pushing, or shoving. It is to be a friendly, non-competitive game.

- No one is allowed to tell others “You can’t play.” If you don’t wish to play ball with a person who chooses to play, then go find something else to do. Even if you were there first. It’s not a private court.

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You will be off the court for no less than a week for the following offenses:

- Unsportsmanlike conduct
- Taunting
- Throwing elbows
- Fighting, throwing a punch may result in suspension from school
- Swearing
- Arguing with the duty teacher
- Pushing

Kickball Rules

Pitching: Each team will pitch to the other team. Pitchers must pitch from the pitching mound and cannot go in front of plate until the ball is kicked. Slow to moderate pitches only. If the kicker requests a slower pitch then the pitcher is obligated to do so. The pitcher should try his/her best to give the kicker a pitch that they feel most comfortable kicking.

Kicking: All kicks must be made by foot. A kicker can be called out if they get 3 strikes or 4 foul balls.

- A play ends when the pitcher has control of the ball and is near the mound/pitching circle. Any runner who interferes with the ball on its way back to the pitcher will be called out.
- You may decide at the beginning of the game that players may or may not bunt.
- - The ball can be thrown at any player and must hit shoulder and below. The runner will be called safe if it hits their head unless they are sliding/ducking the ball. If a player is hit in the head they get the base they are running to. No leading off or stealing is allowed. A runner off his/her base when the ball is kicked is out.
- Absolutely NO WHINING ALLOWED. Umpires rulings are final!
- Team members: You may put the teams together anyway you’d like, but the kids should line up boy/girl as best as possible.
- Player must stay out of the baseline; otherwise the runner advancing to the base will be called safe. Students that are playing a base position should make every attempt to position their foot on the side of the base to leave room for the runner.
- Any player who deliberately crashes into a defensive player holding the ball, waiting to apply a tag, will have to sit out from the game.
- On an overthrow the runner may advance at their own risk. They are allowed to run more than one base if they want.
- When the game is being played and is completed the students should always use good sportsmanship.

Flag Football Rules (Intermediate Grades Only)

- Teams will be picked by two captains picked by the playground supervisor. Each captain will be allowed to choose one player at a time, until all players have been picked. If a player is unhappy with the team he/she gets picked to play for, then he/she

may choose to either play on the team they were picked by, or not play at all. Once a player leaves a game, he/she will not be allowed back in.

- All players must wear a flag belt. It must be worn so that the flags hang down from the sides of the student. Flags are not to be worn in the front and back of the student.
- The team that picked last, gets the ball first. The opposing team kicks the ball off to the receiving team to start the game. All players on the kicking team must stay behind the kicker until after that ball has been kicked. If a player does not get behind their kicker before the ball is kicked, the receiving team automatically starts at midfield.
- A runner is considered “tackled” (down) after an opposing player pulls one of his/her flags off of the belt. If a runner accidentally falls or slips to the ground, then they are considered down at that spot.
- A tackler may not hold the runner so as to allow his/her teammates to come pull the flag off of the belt. There is to be no pushing or tripping.
- The fence is to be considered out of bounds. Play stops and the ball is spotted at the point where the runner or the ball touches the fence.
- The quarterback of the team with the ball must pass, pitch, or hand-off the ball before the ball can be moved down field. A quarterback cannot run the ball him/herself without the ball having been to another player first.
- The team without the ball may send one person to rush the quarterback. However, that person must wait until a count of 5 seconds has been done. (Count to five=One Mississippi, Two Mississippi, Three Mississippi, Four Mississippi, Five Mississippi-then rush.)

Other Recess Equipment Options

- Hula Hoops - Use around waist, wrist, or ankle if talented enough.
- Rockets – Only 3 students at a time may use the rocket. A 4th student may push the rocket. Students may ride the rocket for 30 seconds and then need to rotate turns.
- Lemon Twists - Use around ankle and safely jump over it.
- Scoop Tosses - Use scoops to catch and throw.
- Frisbees - Throw with partner or group back and forth on the field or other teacher designated area.
- Burlap Potato Sacks - Goes on bottom half of body, jumping in a safe area on the field.
- Jump Ropes - Single person jumping. Used for jumping only, safe distance from others.
- Long Jump Ropes - 2 people turning the rope, up to 3 jumpers.
- Sports Ball Easy Pack - Used on field or blacktop, depending on function of ball.
- Playground Balls - Used on field or blacktop, depending on function of the ball.