

Dear Parents,

We would like to remind you that our Family Day will be on **Saturday**, **January 25, 2014**, at the SHS gym with the theme “Pinoy Familypics”. Registration begins at 730 am and the activity will start promptly at 8 am.

The four sections will be battling for prizes for their class in a series of Pinoy street games which involves the whole family. Each section will be divided into three (3) teams that will compete for the section in three (3) different games, namely: Pinoy Obstacle Relay, Touch Ball and Patintero.

Parents and children are required to wear sports attire (comfortable sport shirt, shorts or pants, rubber shoes). **Children are also requested to bring their slippers for the Pinoy Obstacle Relay**. All games will be played with parents or adult members of the family. Game players must be in healthy condition. Prospective players with current medical condition (i.e. knee, foot and/or back problem, etc.) are advised not to play to avoid any injury or complicate any medical problems. Bring towels, extra change of clothes and lots of water.

The following is the program of activities for that day:

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| TIME | ACTIVITY |
| 730 AM | Registration |
| 800 AM | **Opening Ceremonies**   * Opening Prayer * Welcome Remarks * Overview of Program Flow and Objectives * Overview of Game mechanics * Sportsmanship Pledge |
| 830 AM | Cheer presentation (Per section w/ max of 1 min each) |
| 845 AM | Stretching Exercises/Preparation for games |
| 900 AM  930 AM  945 AM | **The Battles- Pinoy Familympics\***   * **Pinoy Obstacle Relay (In sequence - Tumbang preso, Luksong tinik, Kadang-kadang, and Luksong baka)** * **Pinoy Touch ball** * **Pantintero**   **Side games for Kids below 7 years old**   * **For 1-3 years old - Sipa/kick ball** * **For 4-6 years old – Sungka, Piko, Hollen, Rubber bond and Jackstone** |
| 1030 AM | Awarding Ceremonies |
| 1100AM | **Distribution of Family Kits (DIY Kites)** |
| 1130 AM-onwards | Pamilya salo-salo / Lunch |

*\*With 10 minutes interval rest between games*

The following are the mechanics for each game:

**PINOY TOUCH BALL**

1. **Props/Materials -** Soft aerodynamic ball
2. **Goal –** get a maximum of 10 points by hitting the target with a ball.
3. **Team composition and Players**

* Each section must be represented by 3 teams for this game.
* Each team should have 10 to 12 members.
* Game players are 6 Grade 2 students/other kids in the family playing as **Throwers** and 6 parents/adult family members playing as **Targets**.

1. **Mechanics and Rules**

* Each game will be played for a maximum of 2 minutes.
* 3 teams of each section will be competing simultaneously with other sections.
* Throwers are allowed to hit their targets on any parts of the body except on the face and sensitive body parts such as breast and genitals.
* Targets that will be hit by the ball will be out of the game.

1. **System of Scoring**

* Each team can have a maximum of 10 points per game.
* One hit = 1 point
* By end of 2 minutes time, targets that are left standing/unhit will be the actual points garnered by their team.

**PATINTERO**

1. **Props/Materials –** Patintero court with 5 lines having \_\_\_\_ between lines.
2. **Goal –**Accumulate many points by passing thru the end of the lines and back and forth without being tagged.
3. **Team composition and Players**

* Each section must be represented by 3 teams.
* Each team should have 10 to 12 members composed of half Grade 2 students/other kids in the family and half parents/adult family members
* Players are composed of line guards and line passers. A defensive team is called line guard while an offensive team is called the passer.

1. **Mechanics and Rules**

* The game is started with toss of a coin. Whoever wins the toss coin becomes the passer.
* In three minutes time, offensive team or the line passers must accumulate points to get a score during the game.
* Once the limit elapses, the line guards or defensive team assume the positions of the passer.
* To get a point, each passer is supposed to cross the lines from the starting point and back without being tagged.
* Five line guards are positioned on the 5 vertical lines and four on the horizontal lines of the court. Line guard’s feet are placed or walking only on the court lines assigned to them.
* Line guard’s aim is to tag the line passer or the opponent using their hands without going out of their assigned line.
* If any of the line passer is tagged, the passer is automatically out of the game.

1. **System of Scoring**

* Each passer gets 1 pt per entered level.
* Passers accumulate points as they pass each level from point of entry to end of the patintero line and vice versa without being tagged.

**PINOY OBSTACLE RELAY**

1. **Props/Materials**

* For Luksong Tinik – 4 Parents or adult members of the family as human barriers/obstacles as tinik and Parents or adult 2 support/guide
* For Luksong Baka – 2 Parents or adult members of the family as human barriers/obstacles as tinik and Parents or adult 2 support/guide
* For Tumbang preso - 3 pieces of old and clean slippers and 3 empty cans of tall evaporated milk

1. **Goal –**Get a point by playingeach Pinoy game properly as fast as the player can**.**
2. **Team composition and Players**

* Each section must have 20 student/kid players and 12 parents/adult as human obstacles and support guide.

1. **Mechanics and Rules (To follow)**
2. **System of Scoring (To follow)**

* Per obstacle game, each player will be given 1 point if game is played improperly and 2 points if played correctly.
* Tumbang preso

1 point = missed/unhit can

2 points = can flipped over using the piece of slipper

The overall winner will be the section with the highest total number of points at the end of all the games.

See you on the 25th !

Sincerely yours,

Grade 2 Level Officers