



ST PATRICK'S DAY



Activities:

A leprechaun lost his gold at the end of the rainbow and the swimmers must help him recover it.

Rainbow River

Swimmers move through coloured hoops:

- Red = kick fast
- Blue = float
- Green = slow glide
- Yellow = spin

Floating Shamrocks

Swimmers become still shamrocks in the field. Find the shamrocks & then they perform a task.

Tasks:

- star float
- mushroom float
- balance a shamrock on tummy
- balance on forehead

Leprechaun Path

Create a path using equipment:

- noodle tunnel
- hoop jump
- glide to rainbow
- dive for gold/luck charms

Rainbow Kick Race

Swimmers kick to & pick colours to decorate the rainbow

For example, each colour = new movement

Red → front kick

Orange → back kick

Yellow → push, glide, kick

Green → streamline kick



Build a leprechaun - *"The leprechaun has lost all his clothes while hiding his gold! We need to swim around the pool and find the missing pieces so we can build him again."*

Place the leprechaun play mat at the side of the pool or on the pool deck.

This mat shows the outline of the leprechaun where the pieces should go.

Around the pool area, hide the different leprechaun body pieces:

- Hat
- Shirt
- Belt
- Shorts
- Beard (optional if included)

Each swimmer (or team) must swim around the pool to find the missing pieces. When a swimmer finds a piece, they bring it back to the play mat and place it in the correct position to build the leprechaun.

The swimmers continue swimming out to collect the remaining pieces until the leprechaun is fully built.

You can play this:

- As a team challenge - the first team to build their leprechaun wins.
- As a cooperative task - all swimmers work together to build the leprechaun.

Lucky Splash Party

Sprinkle gold coins/lucky charms & everyone finds gold

Action Songs

Game list:

Lucky charm game

- Pot of gold game
- Leprechaun chase
- Shamrock chain
- St Paddy's heist game

Additional equipment:

- Shamrock template
- Rainbow template & colourful pom poms
- Gold coins/lucky charms & little pots (buckets/bowls)
- Leprechaun template and craft foam pieces
- Noodles
- Equipment is on the game cards.

I'm a little leprechaun

TUNE: I AM A LITTLE TEAPOT

Verse 1

I'm a little leprechaun
dressed in green
the tiniest man
you'll ever seen
If you can ever catch me
I'll give you my pot of gold!

Verse 2

I'm a sneaky leprechaun
quick and small
hide behind the rainbow
so you can't see me at all
Swim really fast
and try to follow me
maybe you'll find
my gold treasure key!



Verse 3

I'm a tricky leprechaun
watch me go
diving down deep
where the gold coins glow
Swim down low
and reach the floor
bring the shiny gold
back to shore!





Green Shamrock

TUNE: BINGO

There is a colour
I can say
that represents
St Patrick's day
G-R-E-E-N
G-R-E-E-N
G-R-E-E-N
and green
is that colour

- -R-E-E-N
- - -E-E-N
- - - -E-N
- - - - -N
- - - - - -



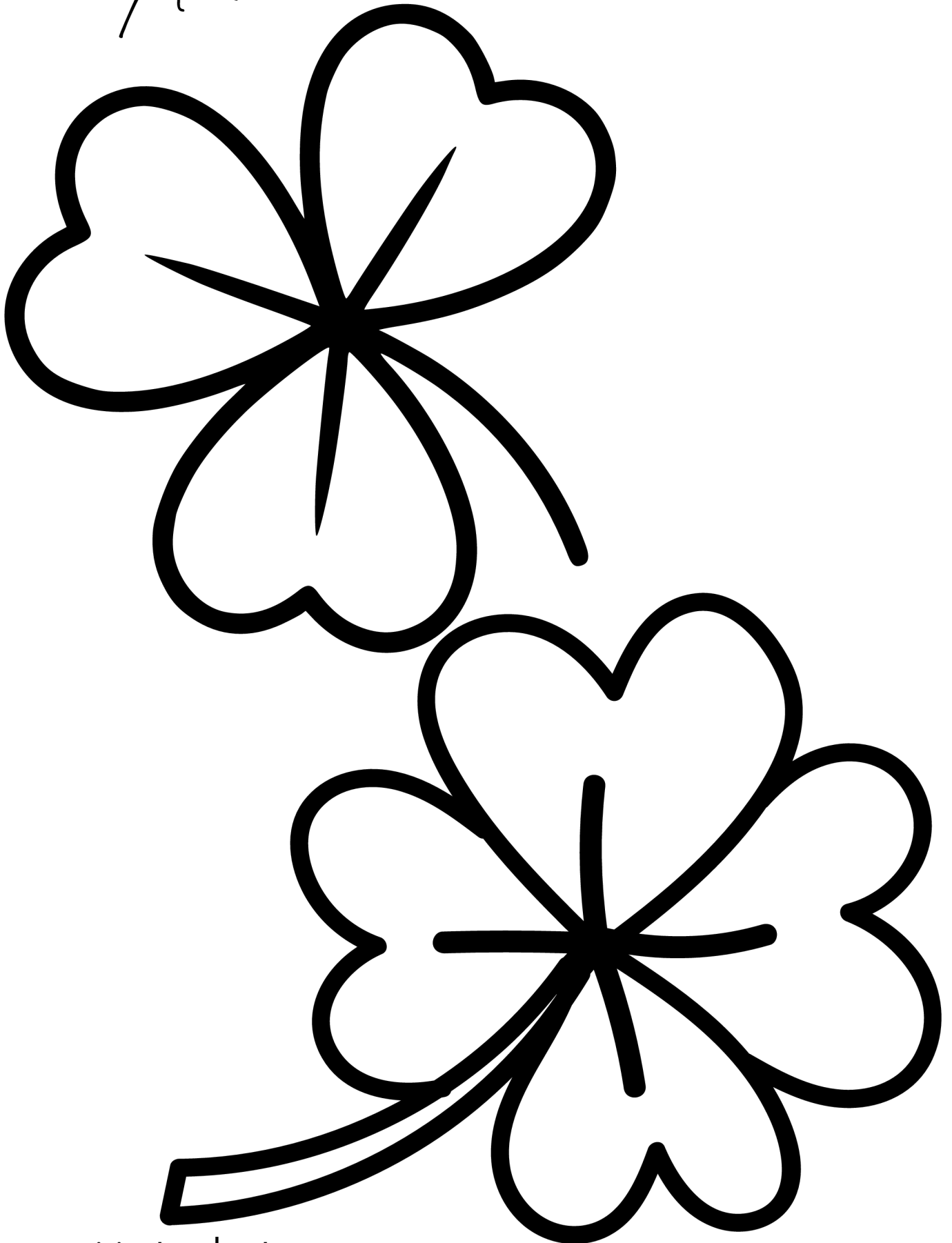
Rainbow Rainbow In The Sky

TUNE: TWINKLE TWINKLE LITTLE STAR

Rainbow, rainbow in the sky
shining bright way up high
Red and orange, yellow too
green and blue for me and you.
Rainbow, rainbow shining bright
leading us to the gold tonight.

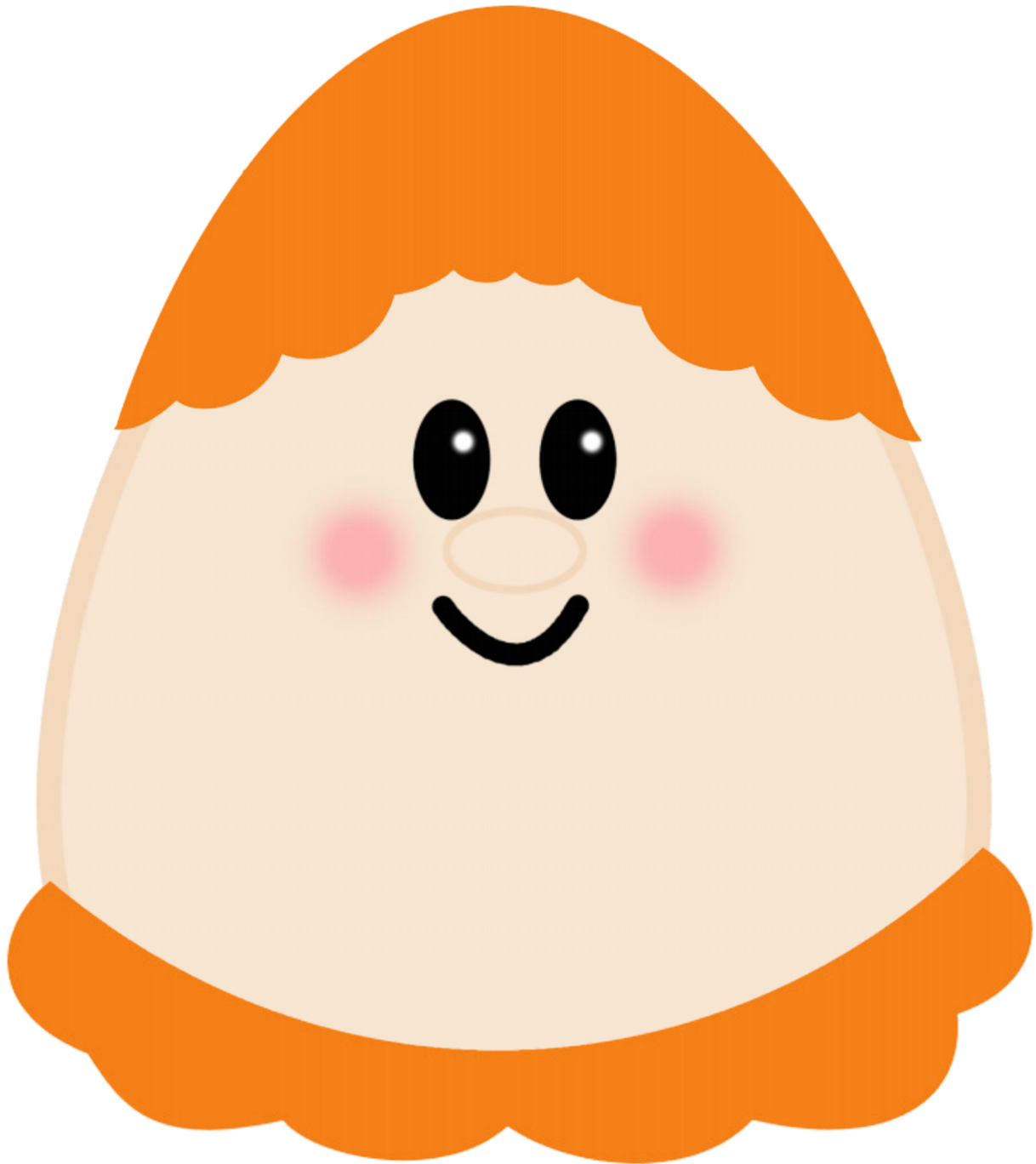
Template

Print the shamrock template and use green craft foam to create the shamrocks to find



Decorate the Leprechaun

Collect the pieces of the leprechaun



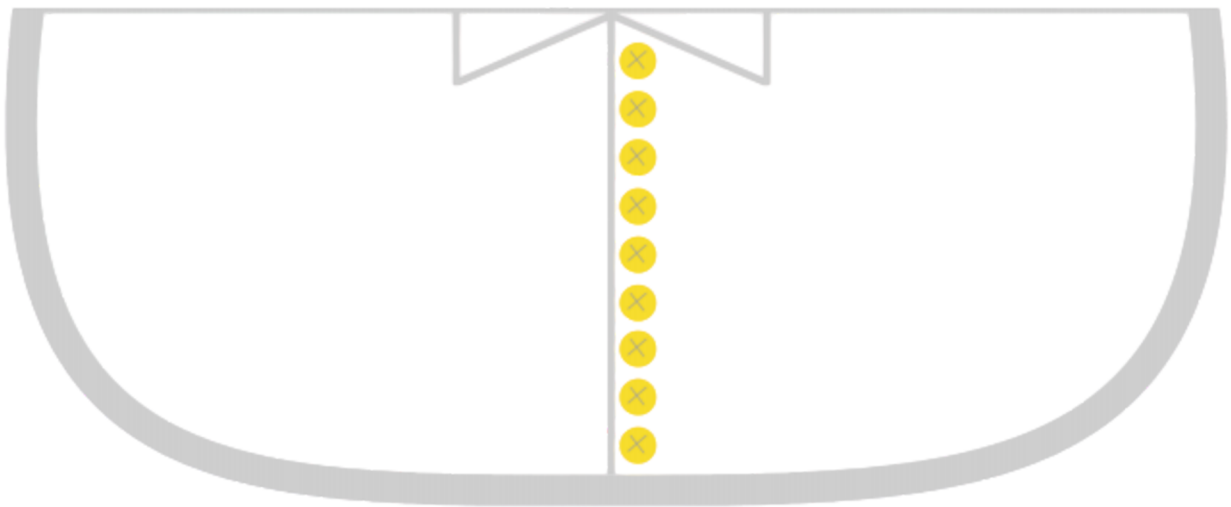
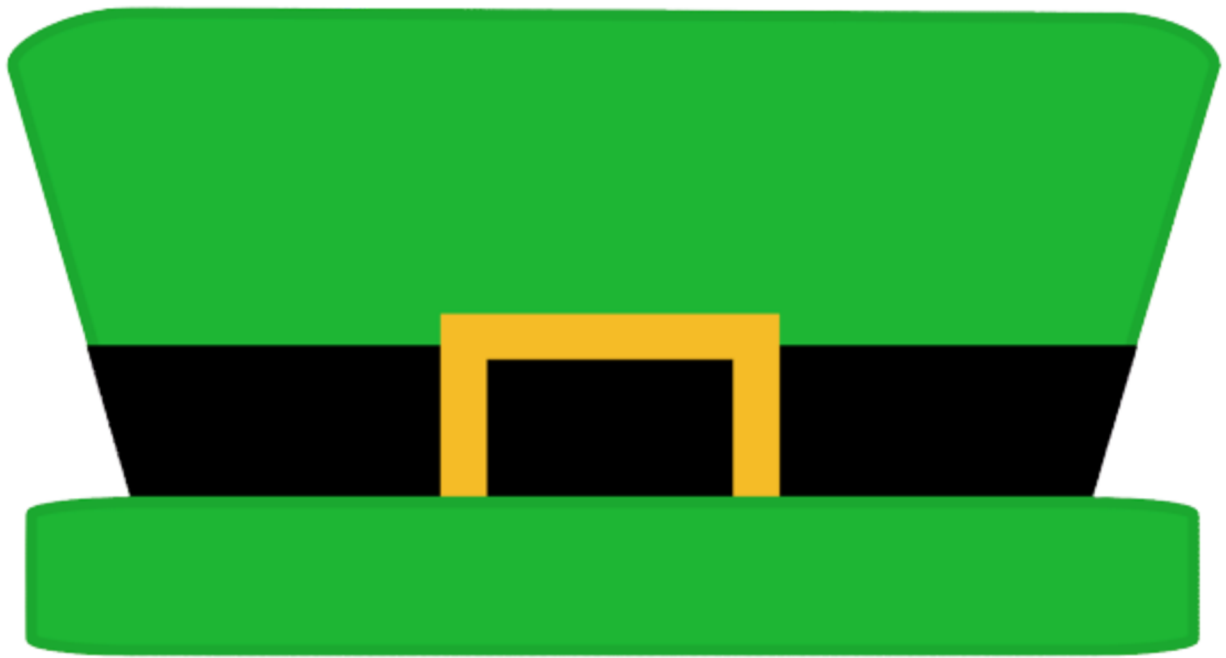
Decorate the Leprechaun

Collect the pieces of the leprechaun



Template

Print the leprechaun items as templates and
use craft foam to create the shapes



Template



LUCKY CHARMS

The swimmers can be in teams or they can play individually.
A swimmer is allocated to be the "leprechaun" who is guarding the lucky charms.

The lucky charms are on top of a big float and located at the opposite end to the swimmers (the float will move around a little but as long as it doesn't float past the half way point - not too close to the swimmers) it is ok.
The leprechaun can be treading water or on a noodle whilst guarding the lucky charms.

The swimmers swim down to collect a lucky charm and swim it back.
The swimmers have "pots" to put their lucky charms in.

- If they are in teams then it is the first team to fill their pot of lucky charms.
- If it is individual then you can specify how many they have to collect to be the winner.

They can't take more than 1 lucky charm at once.
If the leprechaun tags them whilst they are collecting, they have to drop the charm and go back to the starting place (or behind the next swimmer in their team).



POT OF GOLD

The large container is on the big float.
The swimmers are treading water (or on noodles) around the outside of the big float.

The swimmers are allocated 3-5 balls each.

They have to try to get the gold in the pot by throwing the balls in to the container whilst treading water.

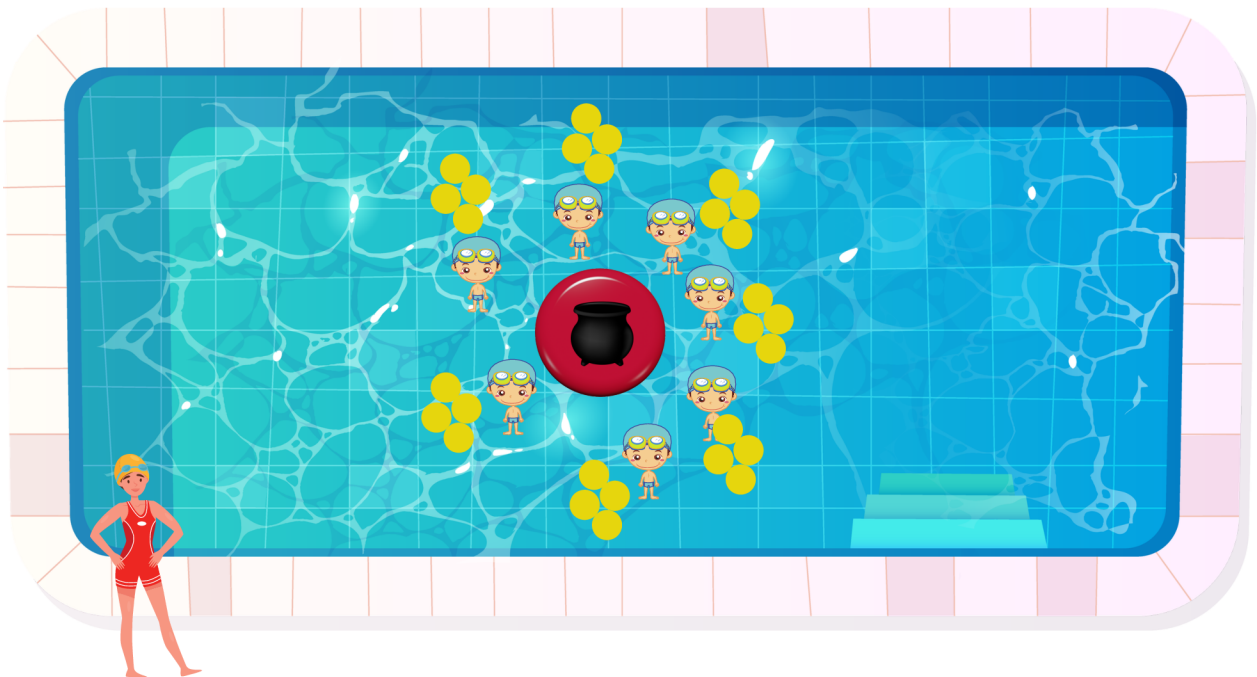
If they get the ball in they are awarded 1 point.

The aim is to get all of their balls in the container.

If the ball misses then any swimmer can pick it up and add it to their collection to try to get more points.

If a swimmer has no more balls, they can wait to see if anyone misses to retrieve that ball to use.

It can be timed or can be the first person to get to a certain amount of points.



LEPRECHAUN CHASE

To start there is 1 leprechaun and 1 swimmer (floating shamrock).
The other swimmers pair up and sit on the same noodle (shamrock chain).

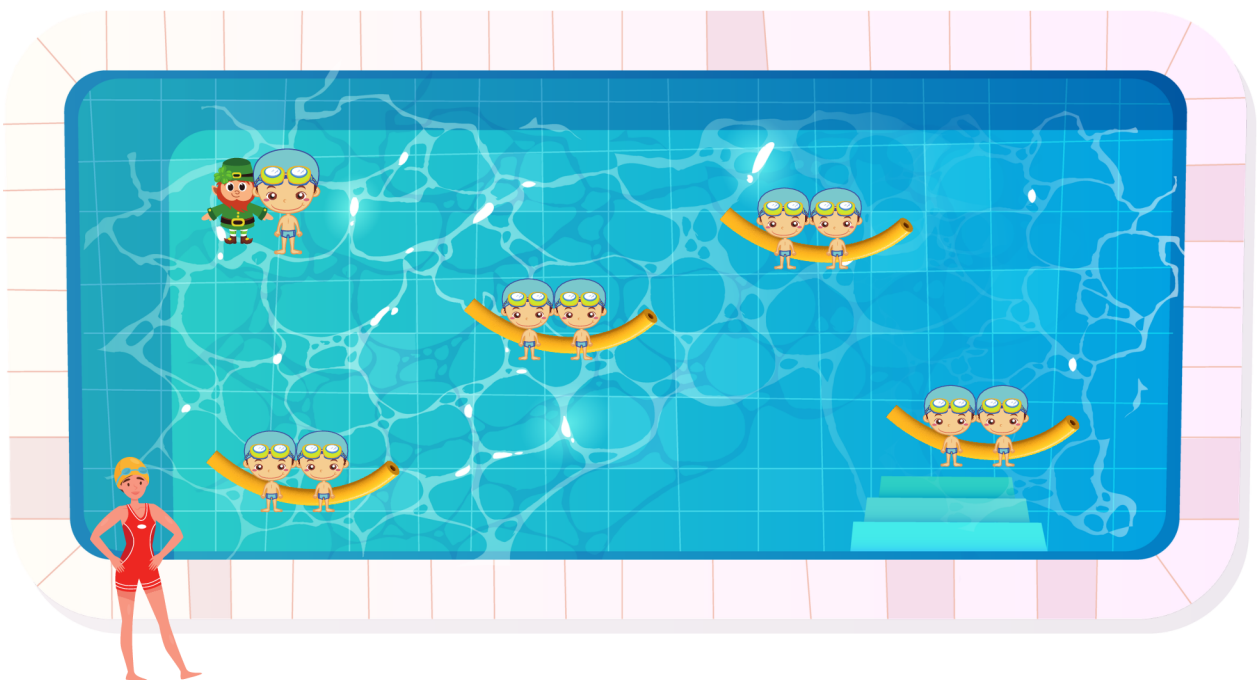
The leprechaun has to chase and catch the singular swimmer before they get to a shamrock chain.

If the swimmer gets to a shamrock then one of the swimmers has to get off the noodle and becomes the floating shamrock & now the new person to be chased by the leprechaun.

If the swimmer is tagged then they become the leprechaun.

The floating shamrock cannot go back to the same shamrock chain sequentially.

It can be done with 1 swimmer on a noodle - the floating shamrock gets to a shamrock on a noodle and they have to come off their noodle and be the one chased.



LUCKY SEVEN

There are a number of shamrocks placed on the pool deck at the opposite end to the swimmers starting position.

The sinkable shamrocks (green hoops) are at the bottom of the pool.

The swimmers swim down to collect a shamrock.
They get a point for each shamrock - 2 points for the sinkable shamrocks.

This can be done in teams or an individual game.

The first team or individual to get "lucky 7" is the winner.

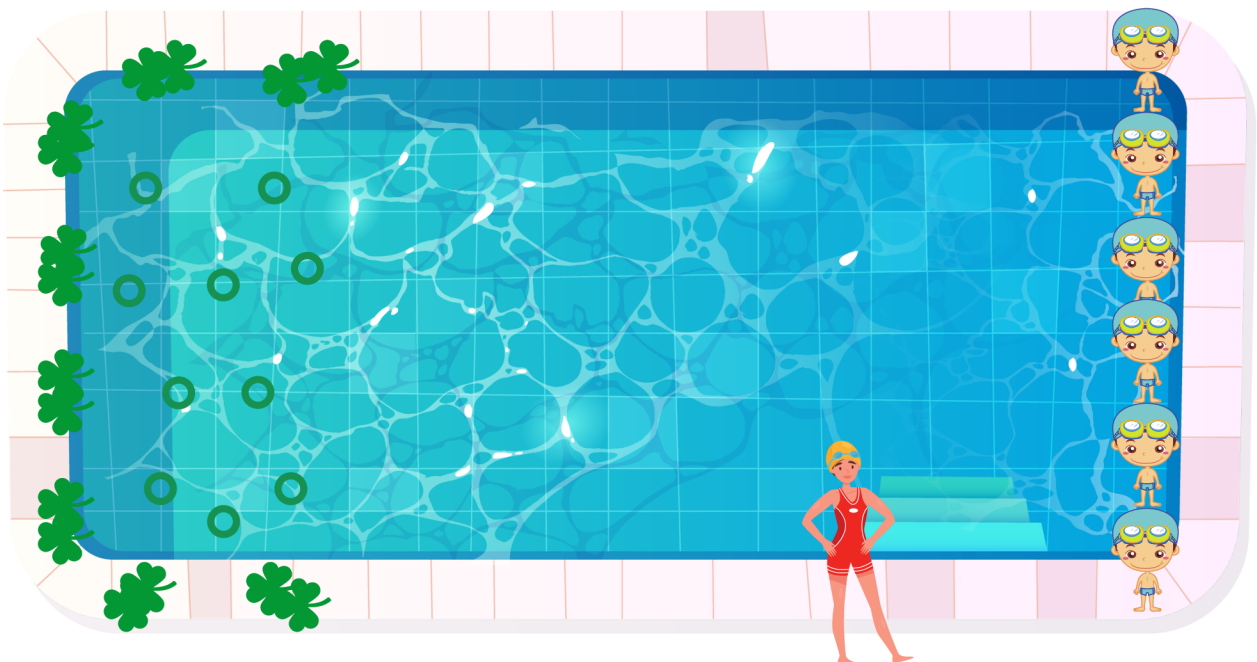
Variations:

Only place a certain amount of shamrocks so once they have been taken the game is over.

Only put a certain amount of sinkable shamrocks under the water.

Specify the strokes they swim.

Specify how they transport the shamrocks (balance on head or hold with one hand etc).



ST PADDY'S HEIST

There is "gold" located on the big float (rainbow) which is located in the middle of the pool space.

The swimmers are in pairs or 2 teams. One swimmer on end and the other the opposite end.

When the teacher says "get the gold" the swimmers from either end swim in to the rainbow and try to get as much gold as they can possible and take it back to their side/team.

The winners are the team/swimmer that has the most gold.

