

Iditarod Inspired Morning Meeting Activities:

Get your day off to a great start!



Greetings

Clear the Trail

cross hands and saw back
and forth (clearing trees from
the trail)

Happy Salmon

lightly tap forearms of
partner

Musk Ox

instead of a regular circle, face outside
to form a defensive ring like musk ox
do – greet each other with a salute

What's Your Tag Number?

- Create a set of Iditarod themed dog tags for your students
reference photo:
https://americanhistory.si.edu/collections/search/object/nmah_1449628
explanation: <https://turningheadskennel.com/a-special-focus-on-the-iditarod-vet-book/>
- Give each student one tag
- Start in a circle
- Chose a letter or number category:
 - For example, “Anyone one who has a vowel, come to the center and meet and greet.”
 - Students who fit the description come to center and greet each other. And then return to their spots in the circle.
 - Repeat as needed
 - When everyone gets comfortable you could use two criteirea, “If you have an odd number and a vowel,” etc.

Energizers

On the Trail

- Stand or sit in a circle
- Leader says “Hike!” looking quickly to the person to their right
- The person receiving the “Hike!” passes to the next person and so on around the circle
- When everyone is comfortable you could add one or more of the following:
 - “Moose!” reverses direction
 - “Ice Patch!” skips the next person
 - You can also get it going in both directions!

A Full Team

- Start in groups of three – everyone counts “One, Two, Three” and then shows one to ten fingers toward the center of the circle trying to make exactly fourteen fingers shown.
- Count up the total number of fingers displayed
- If they don’t equal fourteen, repeat.
- Once the group has made exactly 14 fingers (the size of an Iditarod team) they split up and join other groups

Do You Want to Buy a Husky? 🐾

- Start in a circle
- Person 1 turns to the right and asks “Do you want to buy a husky?”
- Person 2 returns “Does it howl?”
- Person 1 replies “Of course it howls” (or something similar)
- Person 2 turns to person to their right – “Do you want to buy a husky?”
- Person 3 asks person 2 “Does it howl?”
- Person 2 ask person 1 “Does it howl?”
- Person 1 to person 2 – “Of course it howls”
- Person 2 to person 3 – “Of course it howls”
- Continue around the circle
- When you get comfortable you could:
 - Try to beat your time it takes to get around the circle with the person confirming that, “YES!” they want to buy a husky!
 - In the opposite direction send the following question:
 - Do you want to buy a sled?
 - Does it slide?
 - Of course it slides!

Musher, Moose, Mountain

- Partners stand back to back and count to 3
- On three they jump to face each other showing either Musher (hands around face like a parka ruff), Moose (hands making moose antlers), Mountain (hands making mountains over head)
- If the two partners match - they find a new partner
- If they don't match - they repeat until they do!

Name the Litter (Version 1)

- Start in a circle.
- One person starts holding a small stuffed husky.
- The teacher names a topic (breakfast cereals, book titles, mountains) as the theme name for the litter.
- The student holding the dog names a puppy name that fits the litter theme and then passes the dog.
- Continue as it goes around the circle. No repeats!

Name the Litter (Version 2)

- Start in a circle.
- One person starts holding a small stuffed husky.
- The teacher names a topic (breakfast cereals, book titles, mountains) as the theme name for the litter.
- The student holding the dog starts passing the dog around the circle.
- He or she tries to give five names that fit the litter theme before the puppy gets back to them.

Moving Up the Team!

- Players wander around the room and battle each other in Rock, Paper, Scissors.
- The winner moves up to the next place in the team. The loser stays as they are.
- The stages are:
 - Wheel Dog – arms making train chugging types of wheels at sides
 - Team – cheering for the team
 - Swing – arms swinging in front (like an elephant trunk)
 - Lead – puffed up chest and sauntering
- When someone becomes a lead dog they should come to the front of the room
- Once the class has two lead dogs the game is over!

A Shaktoolik Wind Blows

- From Don Bower's Trail Notes <https://iditarod.com/about/the-iditarod-trail/unalakteet-to-shaktoolik/>

Shaktoolik is windy even in good weather, but under some conditions the winds can blow from the north at more than hurricane force, with temperatures well below zero and chill factors worse than minus one hundred. If the winds are howling, the trail from Unalakteet to the top of the Blueberry Hills will be relatively sheltered (except on the ridge tops), but the last 12 miles out to Shaktoolik can be extremely difficult with drifts and ground blizzards.

- Have chairs in a circle, setting one less than you have players.
- Leader stands in the middle and says "A Shaktoolik wind howls for anyone who...." and fills in with a category of their choice (has a dog, loves tacos).
- Everyone who fits that category comes to the center and then quickly finds another seat.
- The person who is left standing then becomes the leader.

Answer Me This:

- Pose a question to the class
 - Each student gives ONE word in the response to complete a sentence to answer the question
 - Example: How did the northern lights come to be?
 - Long
 - Long
 - Ago
 - There
 - Was
 - A
 - Girl
 - Who
 - Flew
 - Up
 - Into
 - The
 - Sky
 - And
 - Spilled
 - Her
 - paints
- Other questions to ponder:
- Why do huskies howl?
 - Why is snow white?
 - Why is ice slippery?
 - How did Denali come to be?
 - How did musk oxen get their horns?
 - How did moose get their beards?

Dog Sledding Chant:

Dog sledding is the way to go
I love to run teams in the snow
Hike! Hike!
Hike! Hike! Easy!
Hike! Hike!
Hike! Hike! Whoa!

- For the first two lines alternately clap hands together then on thighs to the beat
- Hike Hike – place hands on handle bar and weave back and forth
- Easy and Whoa – hold on to sled handle and lean back slightly

Sled Bag

- When students enter the classroom, have them write their name and something that a musher could (could doesn't necessarily mean would!) carry in their sled bag on an index card.
- Have students meet with a partner
- They will greet each other "Hi _____. Let me show you what is in my sled bag," and then read the card.
- After both partners have shared, they will trade cards.
- Partners then find a new partner.
- With the new partner they say "Hi _____. You may not believe it but, _____ has a _____ in his sled bag."
- They trade cards and continue circulating around the room.

