

Rules for Sycamore Valley Playground – Quick Review Sheet

Tanbark

- Walking only
- Tanbark stays on the ground
- Outside equipment (hula hoops, balls, and jump ropes) stays out

Slides

- One at a time
- Look before you leap
- Always go down, feet first

DNA Climber

- Five at a time on the top
- Wait on the red “mushrooms” for a turn

Monkey Bars

- One way only! Travel from the grass towards the school
- Two hands on the bars at all times
- Stay under the bars

Obstacle course

- Stay under the red bar at the top
- Can go both directions
- Look around you, be aware
- Share the space

Swings

- Each person’s turn goes until you count “toes to 50”
- Sit on your bottom
- Go only forward and backwards
- Slow swing to a stop or near stop before dismounting

Hula Hoops/Jump Ropes

- Hula Hoops are for hula hooping or hula hoop transfer game
- Jump ropes only for jumping on your own
- Be aware of how close you are to others
- All equipment needs to be put away

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Balls

- Only be played on the blacktop or grass (if open)
- Balls are to be touched with hands (unless playing kickball)
- If you see a ball on the ground- Pick up ball and look around for a user. If no one is there, put it away.

Grass

- Only the lower part of the grass
- Run! Walk! Jump! Play!
- Stay away from the baseball shed and the bleachers by the backstop

Buddy Bench

- Need a friend? Look at the Buddy Bench!
- Place to sit when you want to find a friend

Off Limit Spaces

- Area by room 23, the 4th grade wing
- Red top
- Bleachers
- Upper field (unless a yard duty is present)