THE

# Crossfitjournal

# **Build a CrossFit Snowman**

Nothing gets kids more excited than the thought of building a snowman.

By Lori Hubbard December 2013



## Object

Each team must complete the exercises together to earn the pieces with which they can build a snowman resembling the trainer-built model. First team to complete its snowman wins.

### Equipment

You will need enough items for each team of 4-6 kids (plus a set for a model snowman). Use your imagination based on equipment availability:

- 1 10-lb. bumper plate or hula hoop (lower body)
- 1 10-lb. metal weight plate or smaller hoop (upper body)
- 6 2.5-lb. plates or cut-up pool noodles (lay 2 or 3 down flat and touching for arms)
- 1 paper cup or badminton birdie (nose)
- 2 snap-on weight collars or 2 lacrosse balls (eyes)
- 1 piece of string or a shoelace (mouth)
- 1 jump rope (scarf)
- 1 AbMat (hat)
- 3 pieces of cut-off pool noodle or toilet paper balls (buttons)
- 1 hula hoop (use for team Activity 3 or substitute)
- 1 PVC pipe (for snowman barbell fun)

#### Optional:

- 1 long sandbag or an assistance band (hat rim)
- 2 kettlebells or a pair of team member's shoes (feet)

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Almost as exciting as a real snowman.

### Set-up

- 1. Trainers build the model CrossFit snowman away from the activity area where the kids will be building theirs.
- 2. Place all the remaining snowman parts in the center of the activity area.
- 3. Divide the kids into teams of 4-6.
- List the movements you wish the kids to perform on the whiteboard, or provide each team with their own checklist on a clipboard (see activity list), which will allow for scaling the number of reps by a team if needed.
- 5. Trainers explain or demonstrate the movements/ activities.

## Game Play

- 1. Start the game with, "Let it snow, let it snow, let it go!"
- 2. Team members must perform the number of assigned reps of one of the movements on the list.
- 3. Once that movement is complete, teams can retrieve the snowman item assigned to the movement they just finished from the center of the activity area.
- 4. Only one movement is done at a time. Teams may complete the movements in any order that they wish, and they must only retrieve the item(s) specified for each movement.

- 5. Place a check mark next to each movement once it has been completed.
- 6. All team members should be given a chance to retrieve a snowman item after completing a movement.
- 7. Once teams have completed all the movements and have retrieved all the snowman items, they can begin to build their snowman.
- 8. Teams may look at the model of the Crossfit snowman to help them build theirs. However, there is a penalty for this: one look costs each team 5 burpees and/or a run.
- For older kids, add difficulty by placing a cap on the number of times a team is allowed to look at the model snowman. This will require strategizing and teamwork in terms of knowing who remembers what.

#### Notes

Some variations include:

- 1. Provide a multiplier for the number of reps for each movement, requiring teams to use math during the workout.
- 2. For preschoolers, build the snowman as a whole class so everyone feels a sense of accomplishment. Assign a trainer or assistant to each team to read and check off movements and count reps.



#### **Author Bio**

Lori Hubbard is a CrossFit Level 1 and CrossFit Kids trainer with a bachelor's degree in exercise science and K-12 physical education and a master's and educational specialist degree in education and educational leadership. She is a trainer at CrossFit Dahlonega and will run a CrossFit Kids program at CrossFit Dynamo in 2013. A physical-education teacher, Lori started a non-profit CrossFit Kids affiliate in the Dawson County Schools system in Georgia. She is also the owner/proprietor of Starting Block Performance and Athletic Development.

# **Snowman Checklist**

•	knees to knees, and do snowflake sit-ups.
• Pick up 1 10-lb. bumper place  Activity 2:  • Pick up 6 2.5-lb. plates or 2	single jumps each with a jump rope.
•	<b>the Circle</b> . Holding hands, using a hula hoop, pass the hoop around without letting go of hands.
Activity 4:  • Pick up 2 bar collars	_ mountain climbers.
Activity 5:  • Pick up 1 jump rope	_ broad jumps.
Activity 6:  Pick up 3 small noodle piece	
Activity 7:  • Pick up 1 PVC pipe	_ hand-release push-ups.
Activity 8:  Pick up 1 AbMat and 1 sand	
Activity 9: Face some Pick up 1 string and one cu	cone on your team in a plank and perform alternating high fives . $arphi$
Activity 10: Has to b snowman.	e done last. Group must run 400 m together and then check the model

Put one of your team member's shoes as the feet