Participants practice various locomotor movements in a square pattern.



- Participants begin running a predetermined square pattern.
- Participants jog three sides and sprint the fourth side.
- They then jog two sides and sprint two sides.
- They then jog one side and sprint three sides.
- They then sprint or race walk all four sides.
- · Repeat.
- Instructional Cues: Skills
 - · Look forward.
 - Heel to toe.
 - · Long stride.
 - Arms and legs in opposition, hip to lip.
- Instructional Cues: Strategies
 - Perfect for speed day.
 - Helps participants push their pace.
- Modification
 - Encourage participants to hop, skip, or jump around the playing area.

