



Field Day Games

Field Day is a great time for your school to host a Lemonade Stand or have a special activity to help students learn about digital inclusion. Here are a few ideas you can implement at your school. We would love to hear what you come up with!

Lemonade Stand:

- Host a lemonade stand during your field day activities and invite your students to bring donations for a special drink.
- Set up a stand that is accessible to parents and guests as well as your students.

Field Day Games:

- The Education Race
 - Have a brief introduction to the game by talking to the students about the need for all students to have all the tools necessary to do well in school. Today, a computer is one of those necessary items. Without a computer at home, some students don't get to run the "Education Race" from the same starting line.
 - Count students off in groups; 1, 2, 3, 4. Pick a number to represent students without a home computer.
 - There should be a set track or race course marked (distance is whatever works best for your school). There are two distinct start lines, one significantly closer to the finish than the other.
 - The students with a computer at home get to line up on the closer start line while the group representing students without computers get the distant start line.
 - Race!
 - After the race is a good opportunity to talk about the importance of everyone starting from the same line for a fair competition.
 - Either have a donation box and lemonade at the station or plan a lemonade stand during recess the following day and ask students to bring in donations to help "e-lemonade" the digital divide.
- Crossing the Digital Divide
 - This game is basically tug of war. However, the groups will not be split evenly. Count students off in 4's. The students with number 1 will be on one side of the digital divide while the students with number 2 will be on the other. Students with numbers 3 and 4 represent technology. Send all of number 3 with the number 1 students.
 - The competition begins. Likely, the students with twice as many tuggers (students that have technology) will win. The students without technology have been pulled into the digital divide.
 - Add computers (group 4 students) to the students without technology (group 2). Depending on time you can add one a time or in any increments that work.
 - Have another competition. This time, the playing field is equal and both teams have a chance for success.
 - As with the previous game, finish the activity with a conversation and an opportunity to help "e-lemonade" the digital divide with lemonade and donations.