| MOVEMENT | REPS IN 1 MINUTE | HEART RATE |
| :---: | :---: | :---: |
| JUMPING JACKS |  |  |
| HIEH KNEES |  |  |
| SHIFFLE LIJNGES |  |  |
| BUTT KICKS |  |  |
| FOOTBALL FEET |  |  |
| SIT/STANDS |  |  |
| BALL TIILCHES |  |  |
| SIMULATED JUMP RDPE |  |  |
| SPEED SKATERS |  |  |
| STANDING SIDE MT CLIMBERS |  |  |
| ZOMBIE KILKS |  |  |
| FAST PUNLHES |  |  |
| SWIMMERS |  |  |
| JUMP FIRWARD/BACK |  |  |

- To obtain the heartrate, have the participants find their pulse before starting the exercise. When the mavement concludes, start a IV second clack quickly after the movement while the participants count how many pulses they feel in IV seconds. Multiply that number by $G$ for the heartrate that is created from each movement.
© To obtain the reps per minute, simply have each participant count how many reps they are able to do during that period of time.
- Additional fun comes from having participants rearrange and rank each movement by how high their heartrate was or how many reps they achieved. The chart can then be used to measure averages and more for the class and discuss.

