

Games



Play large-group games.
(25 minutes)

MATERIALS NEEDED:

- 1 dodgeball
- 4 cones
- 1 ball or frisbee (flying disc)

LARGE-GROUP GAME: CRAB SOCCER

Materials: One dodgeball, four cones

Object of game: To score the most points

How to play: Two teams will play each other while two teams rest. (You may want to consider having the resting teams play one of the games from the “Classroom and Quiet Games” section.) There will be three, three-minute running-clock games. To set up, place two cones about 15 feet apart against the back wall behind the baseline on each side of the room. To score a goal, a team must hit the wall between the cones at a height of not more than five feet off the floor. The two teams will play using the dodgeball. Normal soccer rules (e.g., no hands) apply, but all players must “crab walk” for the entire three minutes. Assign points for each goal, and take away points for penalties such as “hand balls”. After the first two teams have played, let the other two teams play. Then the two winning teams will play each other for a championship round.

LARGE-GROUP GAME: GUARD YOUR LINE

Materials: A dodgeball

Object of game: To score points by kicking the ball across the opposing team’s line

How to play: Divide the students into two teams. Have each of the two teams stand on opposite sides of the room. Have the players on each team number off from one to however many students there are. Place a dodgeball in the middle of the room. The game’s leader will call a number (or two or three numbers), and the players with this (these) number(s) will run out to the middle of the room.

LARGE-GROUP GAME: LEAP, SAY, AND CATCH

Materials: A ball or frisbee

Object of game: To be the last player left in the circle

How to play: Have all the students stand in a circle. Decide on a topic to be used during the game (for example, the topic could be “animals”). Then, toss the ball to any student in the circle. The student must say a word within the chosen topic before catching the ball (in the animal example, students could say, “Elephant!”). If the student does not say something before catching the ball or does not catch it, they are out.