

TOP 5 MINOR GAMES

@DALESIDEBOTTOM

PART TWO



KING DODGE BALL

EQUIPMENT: SIX FOAM BALLS (SOFT INDOOR BALLS)

DESCRIPTION: SPLIT THE CLASS INTO TWO EVEN TEAMS. TEAMS ARE DESIGNATED HALVES OF THE PLAYING AREA AND SIX BALLS ARE PLACED ALONG THE LINE SEPARATING THE TWO PLAYING AREAS. ON THE COMMAND OF 'GO' EACH TEAMS AIM TO HIT AS MANY OPPOSITION PLAYERS BELOW THE SHOULDERS ON THE FULL AS POSSIBLE SO THEY BECOME OUT. A KING AND QUEEN (BOY AND GIRL) FROM EACH TEAM IS PLACED AT THE FAR END OF THE OUT-OF-BOUNDS AREA OF THE OPPOSITE TEAM. AS A PERSON GOES OUT BY BEING HIT BY THE OPPOSITION'S BALL, THEY JOIN THEIR KING AND QUEEN AND TRY AND GET THEIR OPPOSITION OUT BY THROWING BALLS FROM THAT DIRECTION. THEY CAN GET BACK INTO THE GAME IF A TEAMMATE THROWS THE BALL FROM THEIR PLAYING SIDE TO THE END ZONE AND ONE OF THE OUT PLAYERS CATCHES THE BALL. THEY THEN RUN AROUND THE OUTSIDE AND JOIN THEIR TEAM BACK IN THEIR PLAYING HALF.

VARIATIONS: PLAYERS DON'T HAVE TO STAND NEXT TO KING AND QUEEN AFTER A BALL HITS THEM, THEY CAN STAND ALONG SIDES AS WELL. IF A PERSON CATCHES A THROWN BALL THE THROWER OF THE BALL IS OUT AND A TEAM MEMBER OF THE CATCHER IS BACK IN THE GAME. IF YOU WANT TO HAVE A WINNER AND LOSER MAKE IT SO WHEN PLAYERS ARE OUT THEY HAVE TO STAY DOWN THE END ZONE WITH THE KING AND QUEEN. CAN USE A DIFFERENT COLOUR BALL AS A SUPER BALL, AND IF SOMEONE CATCHES THIS BALL THE ENTIRE TEAM GETS TO COME BACK INTO THE GAME.

STEAL BEANBAGS



EQUIPMENT: 30 BEANBAGS FIVE HOOPS

DESCRIPTION: DIVIDE THE CLASS UP INTO FOUR DIFFERENT TEAMS AND LINE UP IN A SINGLE LINE BEHIND THE HOOP WITHIN THE TEAMS EACH PLAYER MUST PARTNER UP WITH SOMEBODY ELSE. THERE IS A CENTRE HOOP WITH 20-30 BEANBAGS IN IT. WHEN THE TEACHER BLOWS THE WHISTLE THE FIRST TWO STUDENTS GO AND COLLECT ONLY ONE BEAN BAG EACH, PLACE IT IN THEIR HOOP AND THEN GO TO THE BACK OF THE LINE. ONCE THE BEAN BAG HAS BEEN PLACED IN THE HOOP THE SECOND LOT OF PAIRS THEN RUN TO EITHER THE CENTRE OF THE HOOP OR ANOTHER GROUP'S HOOP AND COLLECT ANOTHER BEAN BAG TO BE PLACED IN THEIR HOOP THIS CONTINUES UNTIL THE TEACHER BLOWS THEIR WHISTLE TO STOP THE GAME. STUDENTS COUNT UP THE AMOUNT OF BEANBAGS THEY HAVE AND THE TEAM WITH THE HIGHEST NUMBER WINS. WHEN STUDENTS ARE WAITING THEY ARE NOT ALLOWED TO PROTECT THEIR HOOP, THEY MUST STAY BEHIND THE HOOP IN A SINGLE LINE AT ALL TIMES BUT THEY ARE ALLOWED TO TALK TO THEIR TEAM MEMBERS INDICATING WHAT TEAM HAS THE HIGHEST AND THAT BEANBAGS SHOULD BE STOLEN FROM THEM.

VARIATIONS: ALLOW MORE THAN ONE STUDENT TO STEAL BEANBAGS AT THE SAME TIME. ALLOW STUDENTS TO DEFEND THE HOOP HAVE BEANBAGS WORTH FIVE POINTS RATHER THAN JUST ONE. INCREASE THE SIZE OF THE PLAYING AREA. MAKE IT THAT THE TEAM TO GET SEVEN BEANBAGS IN THEIR HOOP FIRST WINS TO ENCOURAGE DISCUSSION WITHIN GROUP.

DISHES & DOMES



EQUIPMENT: CONES EQUAL TO THE NUMBER OF STUDENTS

DESCRIPTION: SPLIT STUDENTS INTO TWO EVEN TEAMS. EACH STUDENT IS GIVEN A CONE AND THEY MUST PLACE IT IN THEIR AREA (THE END GOAL THIRDS) IN EITHER A DISH (NARROW END ON THE GROUND) OR A DOME (WIDE PART OF THE CONE ON THE GROUND). THE AIM OF THE GAME IS TO TURN AS MANY OF THE OPPOSITION'S CONES TO YOUR OWN DESIGNATED CONE POSITION (A DISH OR DOME) AND TO KEEP YOUR CONES IN THE CORRECT POSITION (A DISH OR DOME). CONES CANNOT BE PROTECTED. STUDENTS CANNOT STAY IN ONE AREA; FOR EXAMPLE, IF THEY CHANGE A CONE IN THEIR AREA THE NEXT CONE THEY CHANGE MUST BE IN THE OTHER TEAM'S AREA (ALTERNATING AREAS EACH TIME A CONE IS FLIPPED). TO DETERMINE A WINNER THE NUMBER OF DISHES AND DOMES ARE COUNTED.

VARIATIONS: ADD BALLS TO CREATE A DODGE BALL TYPE GAME. YOU CAN HAVE SELECTED PEOPLE TO GUARD THE CONES WITH THE ABILITY TO TAG PLAYERS FROM THE OTHER TEAM.

DODGERS & RUNNERS



EQUIPMENT: FOUR CONES, COLOUR BANDS AND ONE SOFT INDOOR BALL.

DESCRIPTION: SPLIT THE CLASS INTO TWO TEAMS, WITH ONE TEAM PAIRING UP TO BECOME THE DODGERS AND RUNNERS. THE SECOND TEAM SPREAD OUT IN THE FOUR CONE PLAYING AREA (HALF THE SIZE OF A BASKETBALL COURT). THE TEAM THAT HAS PAIRED UP LINE UP IN ONE CORNER OF THE PLAYING AREA NEXT TO THEIR PARTNER. EACH PAIR NOMINATES A DODGER AND A RUNNER, BEFORE THE DODGER THROWS THE BALL INTO THE PLAYING AREA. AT THE SAME TIME AS THE DODGER THROWS THE BALL, THE RUNNER TAKES OFF RUNNING AROUND THE OUTSIDE OF THE PLAYING AREA, ATTEMPTING TO MAKE IT THE WHOLE WAY AROUND BACK TO THE STARTING POINT. WHILE THE RUNNER IS MOVING THE DODGER MOVES INTO THE PLAYING AREA AND ATTEMPTS TO AVOID BEING TAGGED WITH THE BALL BY A PLAYER ON THE FIELDING TEAM. EACH RUNNER WHO MAKES IT ALL THE WAY AROUND BACK TO HOME GETS ONE POINT. IF THE FIELDING TEAM TAGS THE DODGER AND THE RUNNER IS NOT HOME THEY DO NOT SCORE A POINT. THE FIELDING SIDE CAN MOVE AROUND THE PLAYING AREA WHEN THEY DON'T HAVE THE BALL, BUT WHEN THEY DO HAVE THE BALL THEY CAN ONLY PIVOT. THEY NEED TO WORK TOGETHER TO TRY AND TAG THE DODGER AS QUICKLY AS POSSIBLE.

VARIATIONS: ADD EXTRA BALLS TO MAKE IT HARDER FOR THE DODGERS. MAKE THE FIELD SIZE LONGER SO IT MAKES IT HARDER FOR THE RUNNER TO SCORE A POINT.

BULLDOZER BALL



EQUIPMENT: ONE LARGE BASKETBALL OR EXERCISE BALL 40 TENNIS BALLS

DESCRIPTION: SPLIT THE CLASS INTO TWO EVEN TEAMS. ONE TEAM LINES UP ON ONE SIDE OF THE INSIDE COURT, THE OTHER TEAM OPPOSITE THEM. THE LARGE BALL IS PLACED IN THE MIDDLE OF THE COURT. EACH STUDENT IS GIVEN A TENNIS BALL EACH. THE AIM OF THE GAME IS TO THROW THE TENNIS BALLS AT THE LARGE BALL AND TRY AND MOVE IT TO THE OTHER TEAM'S SIDE. STUDENTS ARE NOT ALLOWED TO TOUCH THE LARGE BALL; THEY CAN ONLY MOVE IT WITH THE TENNIS BALLS. THE WINNING TEAM WILL BE THE TEAM WHO CAN MOVE THE LARGE BALL TO THE OTHER TEAM'S SIDE FIRST.

VARIATIONS: YOU CAN INTRODUCE MORE THAN ONE LARGE BALL, OR YOU CAN PUT IN DIFFERENT-SHAPED BALLS AND AWARD MORE POINTS FOR THE SMALLER ONES IF THEY ARE KNOCKED OVER THE OPPOSITION TEAM'S LINE.

BreakAppz