

LARGE GROUP GAMES



2018-2019

LARGE GROUP GAMES

STANDARDS

GRADE LEVEL	STANDARD	DESCRIPTION
2 ND	PE.2.M.1.1	Perform locomotor skills with proficiency in a variety of activity settings to include rhythms/dance.
	PE 2.C.2.2	Identify safety rules and procedures for selected physical activities
	PE 2.R.5.1	Identify ways to cooperate with others regardless of personal differences during physical activity
	PE 2.R.5.2	List ways to safely handle physical activity equipment
	PE.2.R.5.4	Identify ways to successfully resolve conflicts with others.
	PE 2.R.6.2	Discuss the relationship between skill competence and enjoyment
	PE 2.R.6.3	Identify ways to contribute as a member of a cooperative group
3 RD	PE.3.M.1.1	Apply locomotor skills in a variety of movement settings.
	PE.3.C.2.1	Identify the importance of purposeful movement and its impact on quality of performance.
	PE.3.C.2.6	Analyze peer performance and provide feedback.
	PE 3.R.5.1	List ways to work cooperatively with peers of differing skill levels
	PE 3.R.6.2	Describe ways to appreciate the good physical performance of others
	PE 3.R.6.3	Identify ways to celebrate one's own physical accomplishments while displaying sportsmanship
4 th	PE.4.C.2.1	Understand the importance of purposeful movement in a variety of movement settings.
	PE.4.C.2.2	Understand the importance of safety rules and procedures in all physical activities, especially those that are high risk.
	PE.4.C.2.6	Compare and discuss skills/sports that use similar movement patterns.
	PE.4.C.2.9	Identify basic offensive and defensive tactics for modified invasion and net activities.
	PE.4.R.6.2	Describe the connection between skill competence and enjoyment of physical activity.

GRADE LEVEL	STANDARD	DESCRIPTION
5th	PE.6.C.2.1	Identify at least two movements or activities which will lead to improvement in each of the health-related components of fitness.
	PE.6.C.2.2	List safety procedures that should be followed when engaging in activities to improve the health-related components of fitness.
	PE.6.C.2.6	Classify activities as aerobic or anaerobic.
	PE.6.C.2.8	List methods of monitoring intensity level during aerobic activity.
	PE.6.R.6.2	Identify the potential benefits of participation in a variety of physical activities.
	PE.6.R.6.3	Participate in games, sports and/or physical activities from other cultures.

Large Group Games

These games are all designed to keep the most kids active for the most amount of time possible, and really focus on ensuring that everyone has a role to fill (so that there is very little potential for any kids to be simply standing around). All of these games have been played (oftentimes over and over again!), by large groups of kids, and all of these games help to ensure constant fun, participation and activity.

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AMERICAN WARRIOR

Space: Shelter Area

Equipment/Materials: 8 Hula Hoops

- Line Up 6 Hula Hoops 3 yards apart.
- Students are divided into groups of 6.
- The other 2 hula hoops off to the side for additional bonus points (if needed).
- Scoring: Each hula hoop lined-up is worth 10 points.
- The hula hoops off to the side are worth 20 points.
- Objectives: For students to accumulate as many points as possible using all hula hoops available.
- Students are allotted 45 seconds to move through each hula hoops.
- Description of Game: Students are to move from one Hula Hoop to the next using any type transfer of weight, problem solving and cardio skills (i.e. cartwheel, jumping).
- Students are only allowed to use their hands on the outside of the hula hoops while their feet remain inside of the hula hoops unless they are using one of the skills to move across.
- Students are allowed one attempt to move through the hula hoops.
- If they can't move forward, then they must go to the back of their line.

BODY LANGUAGE

Space: Anywhere

Skills: Cooperative/Body Awareness

Equipment: None

- Divide the class into pairs
- Each pair using various body parts will form letters and numbers announced by the teacher
- Body language encourages discussion, decision making and cooperation
- Variation: Divide class into two or more groups. Have each group form letters and numbers.

CAPTURE FOUR

Space: Field Area

Equipment: 30 beanbags and/or deck tennis rings, 8-10 hula hoops

- Place 25-30 beanbags or tennis deck rings in the center of the field.
- Place 8-10 hula hoops equal distance from the center
- Line up three students behind each hoop
- The first student runs to the center and retrieves an object and places it in their hoop
- The next student has the option of retrieving an object from the center or from another team's hoop
- Students must retrieve only one object at a time
- The first team to place 4 objects in their hoop is the winner

CAPTURE THE FLAG

Space: Field Area

Equipment: 2 flags
One for each team
Football flags or bandanas

- Capture the other teams flag and return it to your home base.
- Separate children into 2 equal teams.
- Each team determines their territory and boundaries.
- Usually one team takes one side of the field and the other team takes the other side.
- Set up cones as the “jail” area and flag area
- The jail is an area that players who are tagged by the other team must stay in until one of their teammates can get to them and tag them out of jail.
- The flag must be visible at all time.
- The flag cannot be moved to a different location once it has been planted.
- There is a safety zone around the flag (a 10 - 15’ circle) using small cones to create a circle.
- The flags team may not enter this circle unless the other team enters first.
- Send part of the team to “enemy territory” to search out and capture their hidden flag.
- The team members left behind are used to guard their flag.
- If you are caught (tagged) by the opposite team you have to go to their jail.
- The only way out of jail is to be tagged again by one of your teammates. (Only one person in the jail can be set free at a time.)
- After capturing the flag, the team member must make it back to his territory - without being caught - to win.
- If someone has the flag and he is tagged - the person goes to jail and the flag is returned to its original location.

CHARIOT RACES

Space: Field Area, Hardcourt, or Shelter Area

Equipment: 2 low-profile cones per group of 6–10 students

- Use low-profile cones to create 2 parallel lines on opposite sides of the activity area.
- Create equal groups of 6–10 students.
- Each group starts behind their own cone, facing the cone on the other side of the area.
- The object of the game is for each team to take their chariot past the cone on the opposite side of the activity area.
- On the start signal, each team will form a circle around the first person in line. Hold hands (or lock elbows) to keep the circle together.
- Then start walking (jogging, skipping, galloping, etc.) as a group to the opposite cone. (Stop on the other side and reset with a new “chariot rider” and then start again.
- Now that you’re really good at racing your chariots, we’ll begin our marathon races.
- On the start signal, the first rider will ride the chariot to the opposite cone. As soon as you’re past the cone, change riders and quickly cross the activity area again.
- Continue changing riders until everyone has had a turn.

COOPERATIVE TRIATHLON

Space: Field Area, Hardcourt or Shelter Area

Equipment:

- 1 beanbag per student
- 1 hoop per 4 students
- 1 Triathlon Challenge Card per 4 students

- Scatter hoops throughout the activity area with enough space for 4 students to move and work safely at each one.
- Place 4 beanbags and 1 Cooperative Triathlon Events Chart in each hoop.
- Create teams of 4 students and send each team to a hoop.
- Your goal is to score personal bests in each timed event listed on the Triathlon Events Chart.
- Perform 2 trials in each event and record the best performance. You'll have 2 Holders and 2 Tossers. Celebrate and switch Tossers/Holders after each trial.
- Teacher/student will time each event for 1 minute.
- Sample challenges:
 - **Eye of the Needle:** How many tosses can you make through the hoop in 1 minute? Two Holders hold the hoop pointing up and down (opening facing the Tossers). Tosser A tosses beanbags through the hoop to the other side. When 4 beanbags are tossed, Tosser A retrieves them all for Tosser B. Continue alternating Tossers until you hear a stop signal.
 - **Eruption:** Two Holders hold the hoop above their heads (opening facing the floor). Tosser A tosses the beanbags up and out of the hoop. When 4 beanbags are tossed, Tosser A retrieves them all for Tosser B. Continue until the stop signal.
 - **Moving Target:** Two Holders stand 5 steps apart and roll the hoop back and forth between them. Tosser A tosses beanbags through the hoop. When 4 beanbags are tossed, Tosser A retrieves them all for Tosser B. Continue to the stop signal.

DOWN AND BACK RELAY

Space: Field Area, Hardcourt or Shelter Area

Equipment:

2 hoops per 6 students
6 beanbags per 6 students
6 foam balls per 6 students

- Using hoops, create 2 parallel lines 20-30 feet apart.
- Place 5 beanbags and 5 foam balls in the hoops along one side of the activity area.
- Create teams of 6 students and space each team evenly between two hoops.
- The object is to see how many times your team can send the pile of foam balls and beanbags back and forth between the hoops in 2 minutes.
- You can only hold 1 object at a time.
- You must pass objects to the person next to you (do not skip anyone).
- All objects must make it to the opposite hoop before you reverse directions.
- All objects must remain in the hoop until you hear the GO signal.
- After each 2-minute round, teams will have 1 minute to revise their strategy.

EVERYMAN

Space: Hardcourt Area

Equipment: Soft Playground Ball/Foam Ball

- Boundaries: Basketball Court (4th & 5th) Volleyball Court (2nd & 3rd)
- Objectives: To be the only student left “in bounds”
- Set Up/Procedures: Students begin standing within the boundaries of the court.
- The teacher randomly selects 4 students to stand on each boundary line and retrieve the ball when it passes to or through their area.
- The students that are “in bounds” must try to catch the ball and hit others around them.
- When students are hit they are out and go out of bounds (the closest line to where they were hit with the ball).
- Also, the initial 4 students that were chosen must be relieved before any lines can have 2 or more players.
- If a student throws a ball and it is caught, then they are out. When throwing the ball, they can only step with the lead off foot.
- If a student attempts to catch a ball and misses, then they are also out. Students that are out of bounds can get back into the game by hitting a student that is in bounds.
- This is an exchange game and will continue until one player is left in the game.

FOAM BALL FRENZY

Space: Hardcourt or Field Area

Equipment: 1 foam ball per 2 students
1 pinnie or colored arm band per 2 students
12 low-profile cones
8 hoops

- Using low-profile cones, create a large activity area with a mid-line dividing it.
- Place 4 hoops in the back of each area, all foam balls equally distributed within the hoops.
- Divide the class into 2 teams with 1 team wearing pinnies or armbands.
- Send one team to defend one side of the area and the other team to defend the opposite side.
- The goal of the game is for your team to capture as many foam balls as you can before you hear the stop signal.
- You'll defend your foam balls by tagging the other team after they've picked one up but before they make it back to their side of the activity area.
- You can only tag a player who is carrying a foam ball.
- If you make it back to your side with a ball, you have 5 seconds to place it into a hoop and then High-5 a teammate, or you must return the ball to the other team.
- If you are tagged, you must put the ball back where it was and return to your side before trying again.
- When I say, "GO!" we'll start at a speed-walk pace.

GUARD THE PIN

Space: Hardcourt Area

Equipment: 2 bowling pins and various sizes of foam balls

- Game is played like dodgeball
- Students are lined up at each end line of the court
- Balls are placed in the middle of the court with cones dividing each side
- 1 bowling pin is placed in the middle of the end line
- 1 player from each team may guard the pin by standing in front of the pin and pushing balls aside, as not to hit the pin
- The guard may not kick or hold onto the pin for protection
- Each team's strategy is to knock over the pin by throwing/rolling a ball at it from their respective side
- While balls are being thrown to knock over the pin, if the ball hits a player they are out
- The out players stand on the side line
- The "out" players can reenter the game if one of their players catches a ball in the air
- Once the pin is knocked down by a ball, whether by mistake from their own team or the opposite team threw the ball and knocked it down, they will receive a point.

HULA HOOP SETS

Space: Court

Equipment: One hula hoop for every two students, music

- Arrange the hoops in a scattered formation on the ground.
- Have each hoop about ten feet away from the other
- On a command, your students skip about the hoops going in and out of the hoops
- This all takes place as the music plays
- When the music stops, the teacher asks the students to get into the hoops in certain sets of players
- Example: All students get in sets of two
- The players try to get in sets of two and stand in the center of one hoop
- This continues as the music is restarted and another command is given when the music is stopped
- Have your students get in various sets
 - All players get in sets of four
 - All players get in sets of six
 - All players get in sets of three
- You will find that many students will be unable to get in certain sets
- Encourage these students to quickly find a hula hoop anyway
- You can ask these students how many more players they would need to complete their set
- You can also practice the concept of fractions using the hoops
- When your students are in a certain set, ask one player in each group to step outside the hoop
- For example: if all the students are in sets of three, you could explore the fractions that make up “thirds.”
- Ask one player to step outside the hoop
- You would have one third of the set outside the hoop and two thirds of the set inside the hoop
- This can be repeated with other fractions
- Your students will begin to understand the use and concept of sixths, eights, and other simple fractions.

ICE, WATER, AND STEAM

Space: Harcourt or Shelter Area

Equipment: 1 foam ball per student

- Scatter students in a large activity area, each student with a foam ball.
- Today we're going to work together to create 3 different states of matter for water: ice (solid), water (liquid), and steam (gas).
- We'll start with Ice.
- When I say, "ICE" everyone will slowly roll her/his foam ball into open space. As a ball comes to you, use your hands to slowly keep it rolling.
- Particles in a solid move very slowly.
- When I say, "WATER" start to roll the foam balls more quickly throughout the activity area.
- Again, when a ball comes to you, use your hands to safely keep it rolling. Particles in a liquid move faster than they do in a solid, but not as fast as in a gas.
- When I say, "STEAM" start to roll the foam balls as quickly as you can throughout the activity area.
- Keep all foam balls on the floor.
- As a ball comes to you, use your hands to quickly and safely keep it rolling. Particles in a gas move very quickly and in an unorganized way.
- When I say, "DEEP FREEZE!" collect 1 ball and hold it tightly while you shiver and say, "BURR!"

KICKBALL/BASKETBALL/BASEBALL

Space: Hardcourt

Equipment: Cones, 1 basketball, 4 bases

- You will split class into 2 teams
- Team 1 will be the kicking team and Team 2 will be the field team
- Set Up: Place cones a couple of feet away in a line to separate field and kicking area on the center line of the hardcourt.
- Place a base by one basketball pole, that will be your home base and where the students will kick the ball.
- Place a cone on the right-side line for 1st base, behind the adjacent basketball pole for 2nd base, and the left side line for 3rd base. Like a baseball diamond
- The kicking team will have one student kick at a time
- The ball will be rolled, like a kickball game, by a pitcher on the field team, who will stand directly behind the center line.
- The kicker will kick the ball and run around all the bases without stopping
- The field team will get the ball, after it is kicked, and pass it three times and try and shoot a basket before the kicker makes it to home base.
- The field team needs to pass the ball three times, BUT it needs to be boy-girl order
- If a boy gets the ball, he must pass to a girl, and then to a boy and they can try and make the basket or pass to someone else to make a basket
- If a girl gets the ball, she must pass to a boy and then to a girl and they can try and make the basket or pass to someone else to make a basket
- Some teams designate a shooter once the 3 passes have been completed. That is legal
- If the kicker comes home before the field team makes the basket, they get a run
- If the field team makes a basket before the kicker runs home, it is an out
- 3 outs and the teams change
- When the teams switch, please remind students that they start where they left off. If the next kicker is number 10 student, they start with them. They do not start with number 1 again. All students get a turn kicking.
- Variation: No outs are counted, and all students kick and then the team switches.

LEANING TOWER

Space: Field Area, Hardcourt, or Shelter Area

Equipment: 1 low-profile cone per group of 3–4 students, 1 foam ball per group of 3–4 students and 36+ bean bags

- Space low-profile cones in a line along 1 side of the activity area.
- Scatter foam balls and bean bags on the opposite side of the play area.
- Create groups of 3–4 students; 1 group at each cone.
- The object of the game is for each team to create a tower on top of your cone using a foam ball and at least 3 bean bags.
- On the start signal, everyone on your team will move together to pick up a foam ball.
- Each player must be touching the ball as you travel back to place the ball on the cone.
- In the same way, your team will then travel to pick up one bean bag, and then return to place the bean bag on top of the foam ball.
- Continue until your tower is built 3 or more bean bags high.
- If your tower falls at any time, you must return all materials back to the opposite sideline and start over with a foam ball.

MEDIC BALL

Space: Field Area, Harcourt or Shelter Area

Equipment: Various sizes of foam balls, 2 football flags or pinnies

- Divide the group into two teams.
- Each team starts on opposite ends of the court with a line separating them in the middle.
- Balls will be set up in the middle of the court
- Teams will decide who their team's medic will be.
- Each teams medic will where a football flag or pinnie
- The teacher will blow the whistle and the students will get a ball from the middle line
- The teams then start throwing the ball trying the hit the other team's medic or players with the ball
- There are four ways to get "wounded".
 - If a player is hit below the waist.
 - If s/he tries to catch the ball and drops it.
 - If s/he throws the ball and someone on the other team catches it before it bounces.
 - If a player goes outside the boundaries unless they are chasing after a ball that has gone out on their side.
- When a player is wounded,' s/he must kneel down.
- The team medic needs to high five the "wounded" player in order for them to re-enter the game
- If the medic gets hit, the other team wins or receives a point.
- New medics are chosen for each team and the game can be restarted

PEOPLE TO PEOPLE

Space: Field or Hardcourt

Equipment: None

- Formation: Pairs in a circle with 1 student in the middle
- The student in the middle calls out 2 body parts (Knee to elbow)
- The pair connect the two given body parts
- The student in the middle does this again 3-4 times until they call out “people to people”
- Each person must now find a new partner and the student in the middle should secure a partner as well
- This will leave 1 student without a partner and he/she become the next caller

PRISONER DODGEBALL

Space: Hardcourt

Equipment: Soft Playground Ball/Foam Ball

- Boundaries: Basketball Court (4th & 5th) Volleyball Court (2nd & 3rd)
- Objective: To get players from opposing team out.
- Set Up/Procedures: Students are divided into 2 teams.
- Each team must choose a volunteer "Prisoner" (this student gets to go back in bounds when someone on their team gets out).
- Once ball is put into play, students will attempt to hit players on the opposite team.
- If a student is hit and does not catch the ball, then they are out and must go to "prison" which is located behind the opposing team.
- If a player catches a ball that is thrown, then the thrower is out. When throwing the ball, students can't cross the center line of the court.
- Students that are in prison, can get back in bounds by hitting a player on the opposing team.
- The team that gets every player on the opposing team out wins the game.

RACE BASE KICKBALL

Space: Field Area

Equipment: 1 kickball and 4 bases (low profile cones or spot markers)

- In a large activity area, place 2 home plates 20 feet apart from one another.
- Align 1st and 3rd base with each other, placed 40 feet from each home plate.
- Divide students into 2 equal teams.
- We'll play Rock, Paper, Scissors to see who the home team is.
- Visiting team kicks first.
- The object of this game is to score as many runs as you can by having all your teammates run around 1st base and back to the kicking home plate, before the fielding team gets the ball and all has all their teammates run around 3rd base and the fielding home plate.
- Kicking teams use their own pitchers.
- Kicker 1 kicks the ball into fair territory.
- Then the kicker leads the entire team in a straight line to first base and back to home plate.
- 1 point is scored for each team member who makes it across home plate before the opposing team can make an "out."
- To make an out, the fielding team retrieves the ball and the player with the ball leads the team around 3rd base to the fielding home plate.
- Once all the fielding team players make it past home, it's an out.
- Caught fly balls are not automatic outs; both teams must run no matter what.

RED LIGHT

Space: Field, Hardcourt, or Shelter Area

Equipment: Cones

- One person is chosen as “It”
- “It” stands at one end of the playing area with back toward the players who are on a line at the other end
- When “it” says “Green Light” all the players start to run forward
- “It” counts to 10 as rapidly as possible and then calls “Red Light”
- Where everyone must become motionless
- “It” turns around and anyone who is moving, laughing, or talking is called by name and sent back to the starting line
- This is repeated until one person reaches “It” and replaces that player

SNAKES

Space: Shelter Area

Equipment: Up to 50 Small Objects (beanbags, cones, balls, etc.) and mesh bags or milk crates

- Spread all of the small objects somewhere along the floor
- Have groups form snakes (maybe 4 or 5 players per snake)
- Each snake has a head, body, and tail
- Give the last person in line (tail) the collection bag or crate
- The teacher will blow the whistle and all snakes will travel around trying to collect the objects from the floor
- Only the HEAD (front person) of the snake is allowed to pick up the objects
- The object MUST be passed down the snake from player to player, all the way to the tail, who can place the object into the bag
- You will pick a specified time limit or until all objects have been collected
- Switch groups or create different size snakes

STRIKE ZONE FIELDING

Space: Field Area or Hardcourt

Equipment: 1 playground or foam ball per 2 students and 6 spot markers or low-profile cones per 2 students

- Use 4 cones/spots to create a rectangle approximately 10 feet deep, which will become the middle zone.
- Form a triangular zone on each side by centering 1 cone 6–8 feet behind each side of the middle zone.
- One pair at each playing area with a ball.
- The object of the game is to score runs by bouncing the ball in the other player's field, past the middle zone lines.
- Fielding players are trying to catch the ball in the air before it can bounce.
- The player with the ball is "at bat."
- The batter tosses the ball into the fielder's area, so it flies over the middle zone.
- If it lands in the middle zone or out of bounds, it's a strike—3 strikes equal an out.
- If the ball bounces on the ground in the fielder's area before the fielder can catch it, it's a run for the batter.
- If the ball is caught before it bounces, the batter is out.
- Change roles after 3 outs