



Developed with Jan Smith
Burney Elementary School,
Plant City, FL

Grade 1 and up

Twidditch

(Turf Version of Harry Potter™-
Style Quidditch™)

INTRODUCTION

Twidditch is a busy, active, multilevel game for many players, beginners to advanced. It involves movement on scooters, basketball-style hoop shooting, soccer-style goalkeeping, and old-fashioned Keep Away; all going on at once with multiple balls and two or more teams.

OBJECTIVES

Students will...

- Develop teamwork and communication skills
- Develop passing, agility, manipulative skills, and hand/eye coordination

PLAY AREA

- Played on any large paved surface. There are no boundaries except the end of the paved surface (unless needed for safety).
- Mark 2 circles of approximately 20-ft. diameter near, but not at, the ends/sides of the playing area. These are the goal circles. Circles can be marked with chalk or paint.
- A basketball court is great for the playing area using the jump ball circles at the ends of the court for the goal circles.

PLAYERS

- 2 teams (can be played with more if you make more goal circles)
- 1 goalkeeper for each team
- 1 seeker for each team (looks for the Snitch™)
- As many chasers (shooters) as you have remaining players
- 2 referees (one for each goal circle; works with one, but becomes confusing)

REFEREES

- Two referees are recommended, one at each goal circle. It is possible to count goals as they are made, but this requires complete attention to the goal, thereby preventing referees from observing other play for safety and penalties.
- Game may be officiated by one referee if needed.
- Referee(s) will halt play whenever several balls are trapped in the basket. Scores are added, balls are removed, then put into play again by giving them to the goalkeeper to throw out to teammates. Referee commences play when all balls have been removed from the goals.



BASIC GAME

Beginner play for grades 1-3; eliminates the Seeker and Snitch™.

- Chasers line up at the end of their playing area, each sitting upon their own scooter.
- Goalkeeper is standing inside their goal circle.
- Quaffles are distributed equally between the chasers of both teams.
- Referee starts the game and chasers roll toward the other end of the playing area to begin shooting the Quaffles at the opponent's goal.
- Chasers must remain seated on their scooter. They may not be on their knees. A penalty is given if a player gets off their scooter. (**Exception:** If a Quaffle leaves the paved playing area, a player may roll on their scooter to the edge of the pavement, get up and walk to retrieve the ball, then return to their scooter.)
- A chaser may be touching, holding, or possessing only ONE Quaffle at a time, otherwise it is a penalty.
- Goalkeeper stands inside the goal circle, where they may move freely in an attempt to block goals shot by the other team.
- No chasers may cross the goal circle line with any part of their body or scooter. If they do, it is a penalty.
- Goalkeeper may hit, catch, knock down, or pick up from the ground as many captured Quaffles inside the goal circle as they wish. The goalkeeper should try to throw as many Quaffles down court to the area where their team is trying to score goals.
- The Quaffle may not be kicked intentionally. If it is, it is a penalty.
- Chasers (within about a foot of an opponent) may not use hands to block or guard the player from throwing or shooting. They may intercept a Quaffle in the air after it is thrown, either to a player or toward the goal.
- Chasers should continue to attempt to shoot and score as many goals as possible, while rolling on their scooters around the playing area trying to intercept or gather the balls for their team.

INTERMEDIATE GAME

Play for grades 4-6; use Seeker and Snitch™.

- The Snitch™ is the small “hide & seek” ball. Each team has their own of a different color.
- Each team has a seeker, whose job is to find the opponent who is holding their Snitch™ and tag this player while they are still in possession of the Snitch™.
- Chasers and the seeker line up at the end of their playing area in a huddle to decide who will hold the Snitch™ at the start of the game. This should be done secretly so the opponent's seeker is not aware of who has the Snitch™.
- The Snitch™ may be held in the hand only. It may not be placed in a pocket, under an arm, between the legs, or otherwise hidden.
- Players may NOT touch the other team's Snitch™, as this imposes a point penalty of -25 points.
- Players may shout to their seeker to tell the whereabouts of the opponent's Snitch™ if they see it.
- The seeker from each team is trying to find the Snitch™ of the other team and tag the player who is holding it.
- A player may pass, throw, hand, or roll the Snitch™ to a teammate any time they wish, including when about to be tagged by the seeker.
- If a player holding the Snitch™ is tagged by the seeker, play stops and the seeker's team earns 50 points.

ADVANCED GAME

Play for grade 7 and up; use intermediate game rules.

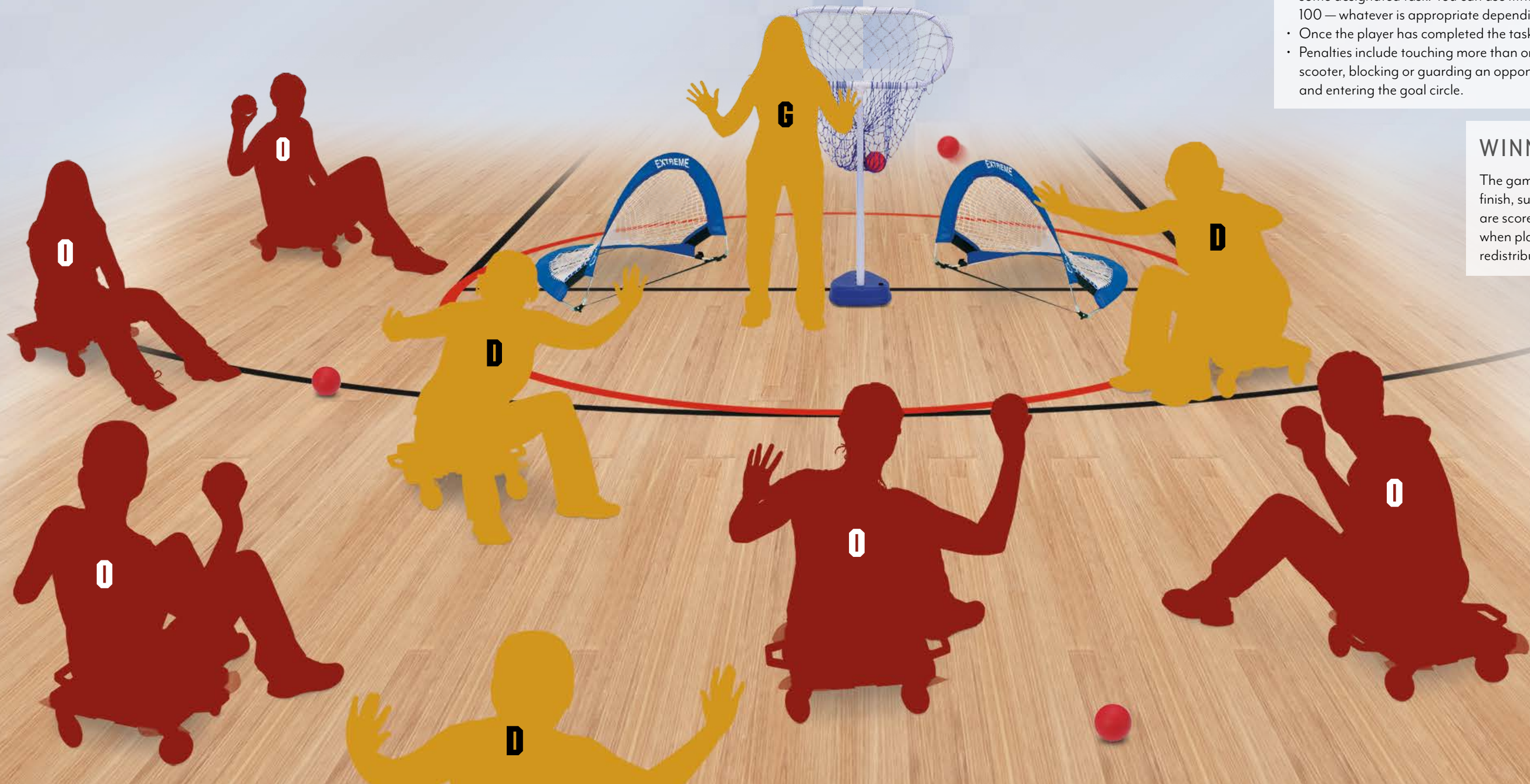
- Use more than 2 teams
- Increase number of balls

PENALTIES (FOR ALL THREE LEVELS)

- Any player committing a penalty is sent by the referee to the penalty box (like hockey, simply a designated space on the side of the court area).
- Players sent to the penalty area must roll there on their scooter and perform some designated task. You can use fitness exercises, reading aloud, counting to 100 — whatever is appropriate depending on the grade level.
- Once the player has completed the task, they return to play.
- Penalties include touching more than one ball at a time, getting up off the scooter, blocking or guarding an opponent, intentionally kicking a ball, and entering the goal circle.

WINNING THE GAME

The game is finished whenever you wish it to finish, such as when a certain number of points are scored (at least 100), when class is over, when players are tired, or if players need to be redistributed to make teams more even.



Equipment



peworks



PE00035



PE07676



PE07676



PE07210



PE09318



PE08608



PE09362



SBI6447

- "Broomsticks" are simulated by gym floor scooters
Recommended: MAC-T® Super Scooters (**PE09318**)
- 6 goals, 3 at each end
Extreme Soccer Portable Pop-Up Goal (**PE07676**)
Skore™ Tossing Targets (**PE00035**)
- 20 Quaffles (balls of soft material about softball size)
Super 90 Ball Set (**PE07210**)
- 2 different colored Snitches™, one for each team
(A Snitch™ is a very small ball that can be hidden in a closed hand)
MAC-T® Vinyl Golf Balls (**PE08608**)
Practice Golf Balls (**PE09362**)
- 2 Hand Tally Counters (**SBI6447**)

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Phone: 1.800.558.9595
Online: NascoEducation.com

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