



Developed with Erin Washkuhn
2011 NASPE Elementary
Teacher of the Year, Midwest District
Grades K-12

Wacky Scooter ball

Objectives

Students will...

- Improve throwing, rolling, and catching skills
- Continue positive interaction and teamwork skills
- Partake in a fun cardiovascular activity

Object of the Game

Knock down the opposing team's bowling pins by either rolling or throwing the ball into the pins behind the goal line. Each team will get the ball to the other side by making good throws to their team members.

how to play

Rules

- No moving with the ball unless the player is a goalie. Moving with the ball is a turnover.
- No knocking the ball out of the hands of another player.
- No kicking the ball.
- Once a player throws at a pin, they must move back across the center line before they can throw at the target again.
- No pushing the ball with your hands or a ball held in your hands.



Team 2

Divide the class into 2 teams.

Each team chooses 3 goalies to stand behind the goal line. Goalies do not use scooters. The rest of the team will start near their goal line on their scooters.

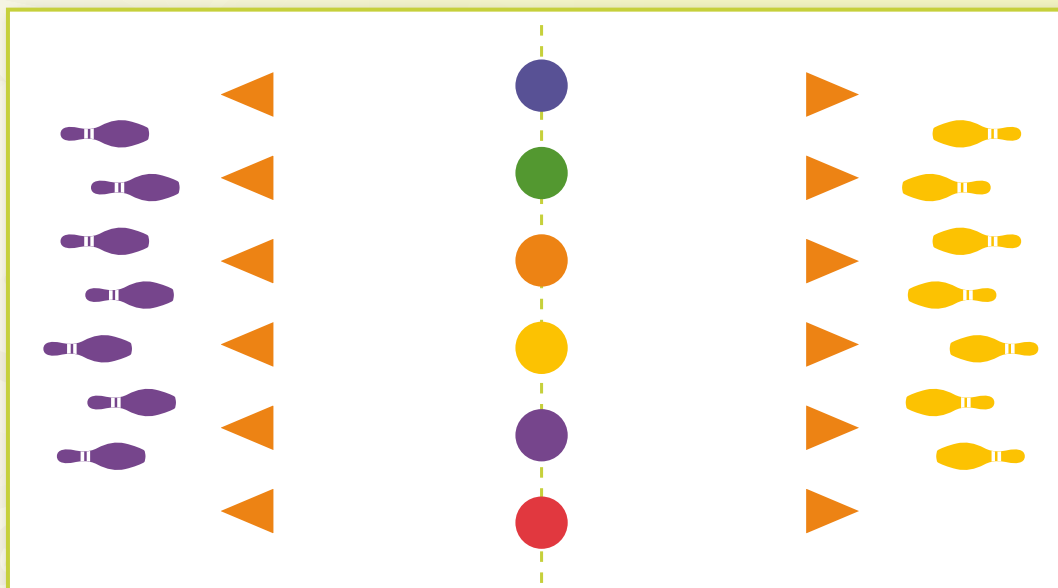
Floor Arrangement



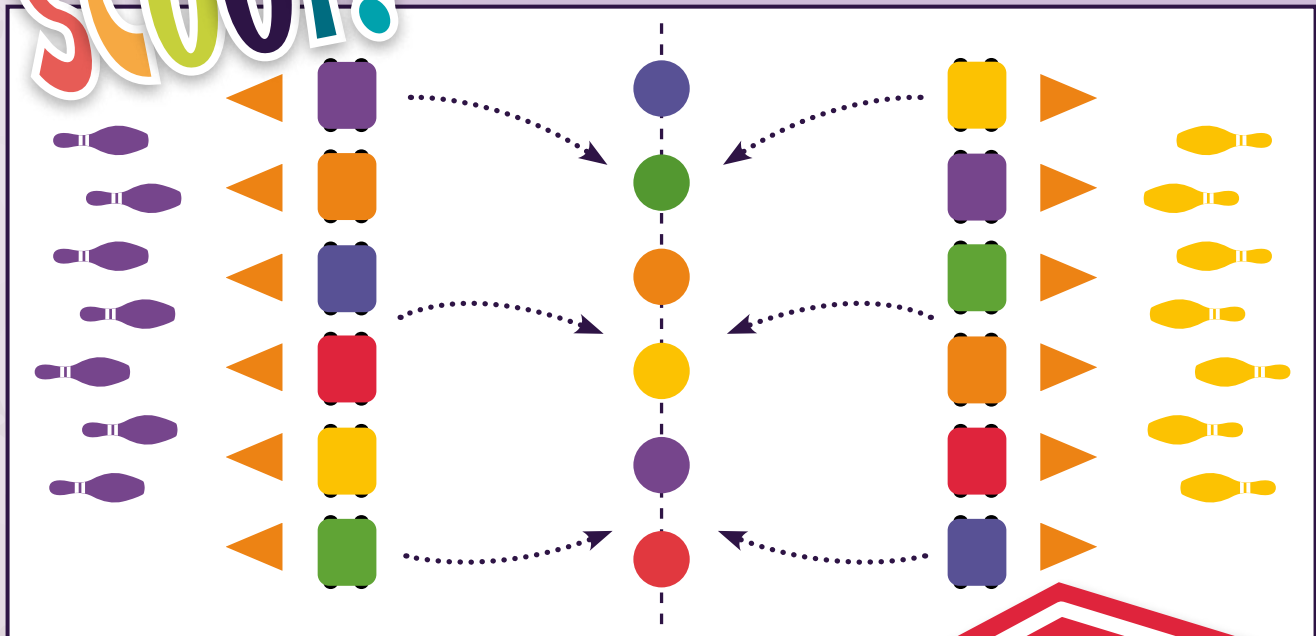
Place 6 balls on the center line.

Place cones in a straight line on gym ends to represent the goal lines (6 cones per side).

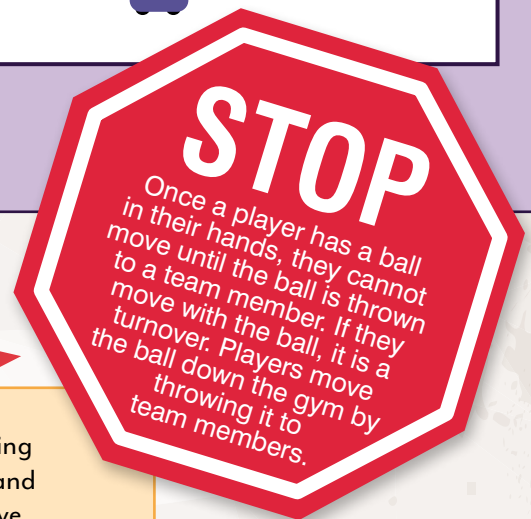
Arrange bowling pins behind the cones in the goal lines (7 per side). Pins should be far enough away from the cones that players can only knock the pins down by throwing the ball at them.



ready...set... scoot!



On the signal to begin, players will scoot to the center line to try to get a ball.



Once at the opposite side of the gym, players try to knock a bowling pin down by throwing the ball at it. The goalies may run around and use their hands and bodies to stop the ball. Only goalies may move with the ball.

The first team to knock the other team's pins down wins. Game starts over with new goalies and the balls on the center line.





equipment list

14 foam bowling pins — **PE08670-PE08675** (sets of 10)

20-30 Connect-A-Scooters® — **PE03519** (set of 6, 12") or Cat. No. **PE03520** (set of 6, 16")

20-30 Sleeve-IT arm pinnies — **PE07537-PE07541**

12 Poly Cones — **PE01368** (12" H)

6 RHINOskin® Dodgeballs — **PE04237** (set of 6 "Soft Play" colors, 6" dia.)

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