The PE Shed

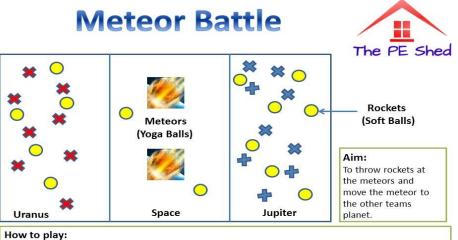


Coordination Game: Meteor Battle

Recommended Age Range: Grade 1 - Grade 7

Focus: Movement, coordination, throwing, teamwork, accuracy, power and communication.

Equipment	Setting Up	Description	Further opportunities
Yoga Balls	Create a playing area	Students aims to throw rockets at the meteors and	Differentiation
(Meteor)	with a middle zone (Space)	move them into the other teams planet. If the meteor rolls into the other teams planet, a point is earned.	Easier:
			- Make the space zone smaller
Large Soft Balls (Rockets)	Divide the students into 2 planets (let students choose the planet names)	Students are only allowed in their planet zone and cannot enter into the space zone.	Harder:
			- Make the space zone larger
			- Students use non-preferred throwing
		Every time the ball enters a planet, the teacher must	hand
	Place a mixture of	reset it in the middle of the space zone.	
	softballs on the floor in both planets		Variations
		Players are not allowed to block the meteors with a ball or their bodies. A point is deducted if this occurs.	 Freeze! If a rocket is caught, the other team must freeze for 5 seconds. Change it to a rolling activity.



- Divide the teams into 2 planets (let students choose the planets)

- Students are only allowed in their planet zone and must not step into space.
- Students aim to throw Rockets at the meteors to move them into the other teams planet.
- If the meteor moves into a team's zone, then the other planet earns a point.
- The meteor is reset every time a point is earned by the teacher placing it in the middle of space.
- If a student blocks the meteor with a ball or their body, then the other planet earns a point.