

NAME OF THE GAME: GO FOR 20

GRADE LEVEL: K-6

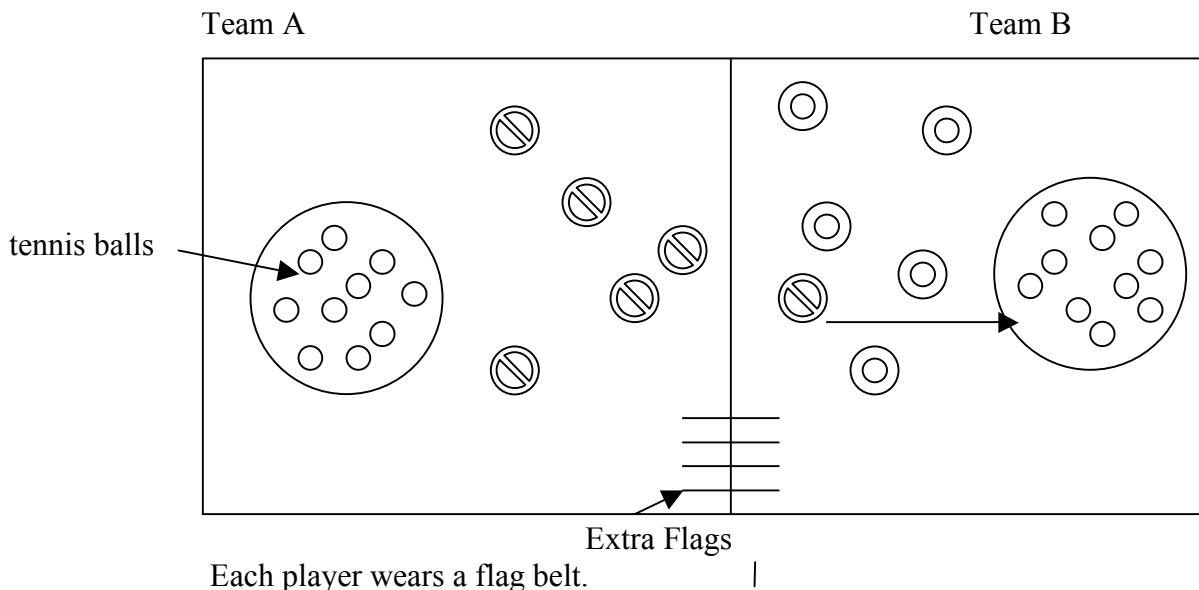
EQUIPMENT: Twenty tennis balls, 2 hula hoops, a flag for each player, cones

OBJECTIVES: Running, dodging, tagging, tracking, game strategies, teamwork cooperative play

GAME DESCRIPTION: Mark boundaries for a rectangular field approximately thirty yards and fifty yards long. Use cones, hula hoops, or markers to lay out a circle about fifteen feet in diameter toward the end line of each side of the field. Place ten tennis balls at the center of each circle. Place a few flags across the midline of the field. Divide the group into two equal teams. Have teams spread out on opposite sides of the field with some players back to defend their circle zone. Each person should be wearing one flag.

The object is for players to make their way to the opponents' circle zone without having their flag pulled, pick up a ball, and run back to their side of the field and place the ball inside their own circle. Once inside the circle, players are safe and can wait for a good opportunity to make a run for it. When a player's flag is pulled, s/he becomes frozen in that spot until a teammate takes one of the extra flags from the midline and runs safely to the frozen player. When a rescue is made, the players run back to their own side of the field, each holding one end of the flag as they go. When a player has possession of a ball at the time his/ her flag is pulled, the ball must be returned to the circle zone. Pulled flags should be placed across the midline of the field for future use.

The action does not stop until all twenty balls are in one team's circle zone. Therefore, the game can be played until one team gets all twenty, and then another round begins, or it can be played for a certain period of time, in which case the team with the most balls in their circle when time expires wins.



Variations: 1. Use different equipment with the same basic format (put basketballs in the circles and have players dribble their way, or use jump ropes and require people to skip rope to their side of the field). 2. Use the same equipment but change the method of locomotion (players must hop, run backwards, sidestep, and so forth on their way to the circle and back). 3. The game can be played using the one-or two-hand touch system if flags are not available.