

NAME OF THE GAME: Scramble

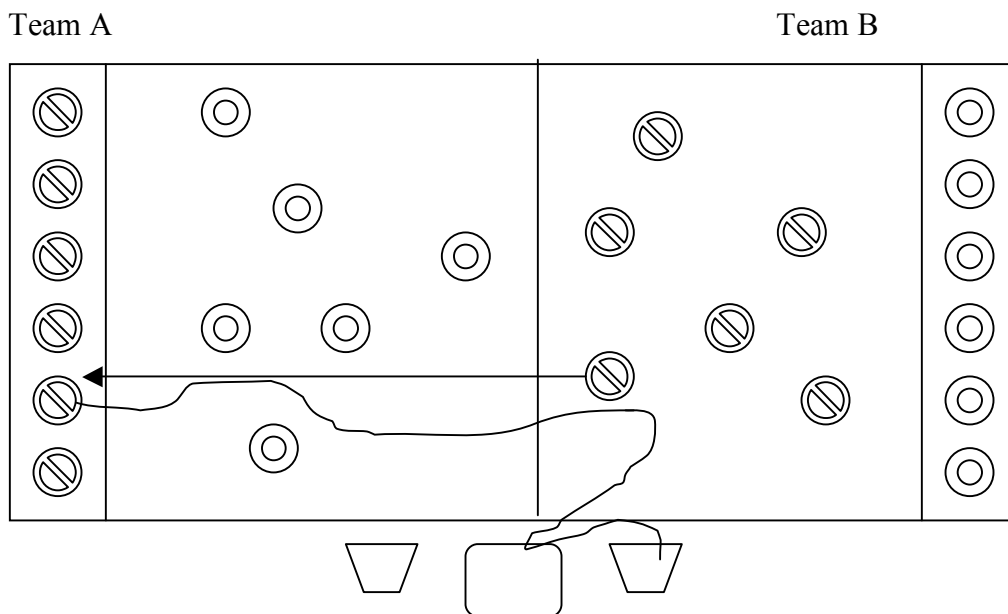
GRADE LEVEL: 3-6

EQUIPMENT: Team belts or pinnies, footballs or gator balls, boundary lines for end zone, 20 tennis balls, 2 containers

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

GAME DESCRIPTION: Two teams of twelve players each is ideal. Have each team divide into 2 groups (throwers & receivers). The receivers are positioned in the end zone. The throwers are scattered in their half of the playing zone.

The object of the game is for the receivers to score a point by catching a throw in the end zone from their teammate and running it back across the goal line without getting tagged by the opponent. The throwers are also in charge of blocking and tagging the opponent—they play offense and defense. The receivers are in charge of scoring the points. Each time a player crosses the goal line successfully, they place a tennis ball in the appropriate bucket. When the basket is empty the quarter is over. The teams will count the balls from one bucket back into the basket. That # is subtracted from 20 to get the other team's score. There should be time for 4 quarters.



Variations: 1. Use different equipment with the same basic format (use regular gator balls or frisbees) 2. Use the same equipment but change the method of running (players may make one pass before running)