

# Quick Games

## 1. Hockey

**Equipment:** Two tightly rolled and taped newspapers or soft bats, a blackboard duster or soft ball, and two chairs or goals (not too far apart).

**Setting up:** Divide students into two teams. Number each team from 1 to however many members are in the team (e.g. if you have two students, each team will be numbered 1 - 10). If you have an odd number, give a sporty child two numbers. Get the teams to sit down facing each other, on opposite sides of a basketball court. Put the equipment in the middle of the court and the goals at the ends.

	K	I	D	S	
G					G
O		bats and ball			O
A					A
L					L
	K	I	D	S	

**Playing the Game:** Call out a number. The two players with that number (one from each team) run into the middle, grab a bat and try to hit the ball through their goal. The first to do so gets a point for their team. Then they sit down and another number is called. You can also call two or three numbers at a time and play as mini-teams.

**Game Over:** When a certain number of points is reached or a prearranged time is up.

## 2. Whole-class basketball

The problem with basketball is that it involves only a limited number of students. Here are two ways around that.

**a) Sidelines Basketball.** Divide class into two teams. Ten players (five from each team) to play at one time. The others line up along the sidelines. If players are in trouble on the court, they can pass to their team mates on the sidelines, who then pass to another team mate. Sideliners cannot shoot for goal. Swap teams every 10 minutes.

**b) Ins and Outs.** Divide class into teams of five (e.g. 25 students = five teams). Number them. Call two numbers. Those two teams run in and start playing until they score a goal or a time limit is reached. Then they sit down and two other teams play.

## 3. Developing shooting skills in basketball

**a) Knockout.** Students line up one behind the other. The student at the front stands on the free throw line (or closer, depending on age and skill of players) and shoots for the ring. Let's call the players in line A, B and C. If A shoots and gets a goal, A's still 'in' and goes to the back of the line. If A misses and B gets a goal, A is 'out'. If B also misses, 'A' is still in. Keep going until only one player is left.

**b) Around the World.** If you examine the key of the basketball court you'll notice there are small lines bisecting it at various points. Students have to stand on these points (starting at one end) and move around point by point by shooting a goal from each one. If you get a goal, go to the next point. If you miss, stay there until you get a goal. First one around the key wins.