*BODY*   *BASE*   *BALL*

(modification of a game from Terry Orlick’s Cooperative Games Book)

Equipment:

1) A large variety of objects(balls, frisbees, B.bags)

2) 6 bases(+/-) 3) 2 buckets/trash cans

3) team indicators("pinnies")

Object: Try to get as many objects into the finish line bucket.

Procedure:

1) Place two pairs of players at each of 6 bases(+/-).

2) Give one pair an object(bal, frisbee, b. bag,etc.).

3) The second pair will wait at the base, while the first pair carries the object to the next base. They may not use their hands or kick the object.

4) When they arrive at the next base, they should give the object to the waiting pair.

5) New pair must carry the object a different way .

6) All bases start at the same time and one pair stays, while the other goes.

7) Repeat moving as many objects as possible to the can/bucket, in the time given.

8) STUDENTS MAY USE THEIR HANDS TO PICK UP THE BALL TO START OR IF IT DROPS.

9) There are 2 cans. One can is "supply" and the other is the "goal."

10) ROUND #2: Try same game going backwards.

 Bk&Or \*start can(get a ball)

 #1(base)

 Bk&Or Bk&Or

 #2(base) #6(base) \*finish can

 (drop ball)

 Bk&Or Bk&Or

 #3(base) #5(base)

 Bk&Or

 #4(base)

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