4- CORNERS

Age group: Works best with $5^{th} - 8^{th}$ graders

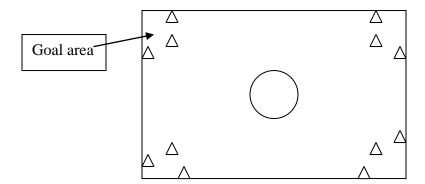
Equipment: one ball, 7-8inch gator ball, or rag football

12 cones

Pinnies- 4 different colors, 6-8 of each color (depending on class size)

Class size: works best with class sizes of 24 or more

Set-up: use cones to distinguish the corners as a goal area



Teams

Divide class into 4 teams, each team wears the same color pinnie Each team is assigned a corner or goal area, this is their corner to protect Every player on your team will get a number, for example, if there are 8 players on the red team you should number off 1 through 8. All other colors do the same; players need to remember their number.

To begin game

Player #1 from all 4 teams begins as the goal keeper inside the corner. All other players are in the field of play.

One player from each team goes into the circle for a 4 person jump ball.

Object of Game

To score a goal by throwing the ball into someone else's corner. If it contacts the floor inside the corner it is a score.

Players in the field

Can throw to members of their team trying to get closer to a goal to score.

Can not run with the ball, must stay stationary.

Can form alliances with other teams (be careful!)

Can not knock or grab the ball out of someone's hand.

Can not foul or interfere with another player.

All fouls result in a free throw from another team color closest to where the foul occurred. You can not score from a free throw.

Goalie(s):

Try to keep the ball from scoring Must stay inside cone area May reach for the ball outside the cone area as long a one foot is inside Can not score

How to win the game:

Eliminate players in the field by scoring a goal

Each time your goal gets scored on a player from the field is sent to the goal box. For example: If a goal was scored in the red box, player #2 would be sent to be a goalie. Now there are two goalies. The next score, player #3 goes to be another goalie, now there are 3 goalies. When all the red players are eliminated from the field they are out of the game. The other 3 teams continue to play until there is only one team left in the field. Last team left in the winning team.

New Game:

To begin a second game, players keep the same numbers, but this time start with player #8 in the goal first; eliminate players in a descending order, 7, 6, 5 etc.

Strategies:

When trying to score, bounce, ricochet, ball into corner.

Do not hold the ball long, pass or shoot quickly.

Goalies, spread out in your goal box, cover the back area.

If you form an allegiance with another team, be careful, they may betray you.

Standards:

- #2 The students should be able to demonstrate the understanding of movement concepts, principles, strategies and tactics as they apply to learning and performance.
- #3 The students participate in regular physical activity.
- #5 The students exhibit responsible personal and social behavior that respects self and others in physical activity settings.
- #6 The students value physical activity for health, enjoyment, challenge, self expression, and/or social interaction.

Assessments:

Checklist Rating Scale