

FREEBIE 3 | CIRCLE GAMES

NAME	EQUIPMENT	INSTRUCTIONS
Circle Ball (Name game)	Different types of small balls students can throw and catch	<ol style="list-style-type: none"> 1. Divide students up into groups with no fewer than 5-6 students per group 2. Students begin by establishing a throwing pattern. Set parameters like throw must be underhand, ready positions, and cannot throw to the person on either side of them. 3. Once they have established pattern have students race to see who can complete it the quickest without dropping. 4. Then increase difficulty by adding in extra balls or reversing the direction. 5. Discuss with students what worked well and debrief about cooperation.
Spokes	Rubber Chickens/Animals	<ol style="list-style-type: none"> 1. This game is one example of a circle game that can be modified in countless ways, either by changing the equipment or changing the skill involved. 2. Four teams are lined up in single file formation like spokes radiating from the centre facing inward. The first player in each team has a rubber chicken. On the signal, the chicken is passed down the squad in an over, under, over, under fashion. 3. When the chicken gets to the end, the last player runs to the front of the line and the over, under starts again. When the whole team has finished, they must sit cross-legged with hands over their head!
Group Juggle	Various scarves, balls, rings etc (enough for all students)	<ol style="list-style-type: none"> 1. Everyone starts with an item i.e. scarf or ball 2. The item is thrown in the air, everyone slides in the same direction catching the item that was tossed by the person beside them