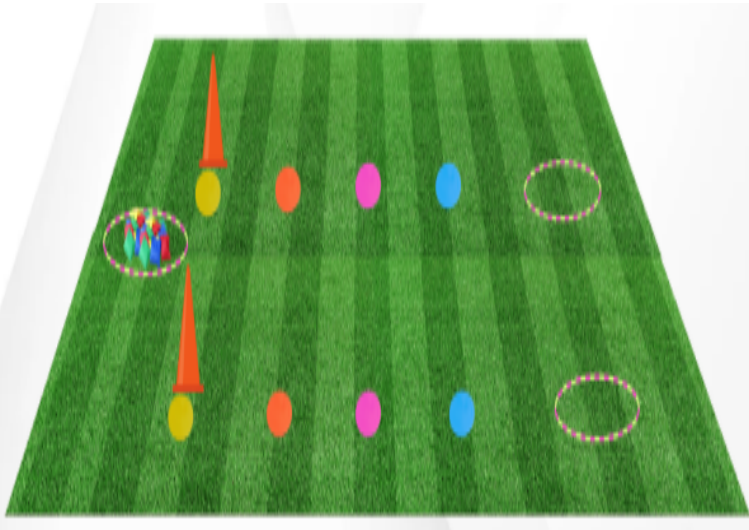


LEVEL 2

CAPTAIN BALL

HURLING / FOOTBALL / ROUNDEERS



EQUIPMENT LIST



Beanbags



Cones



Football



Hoop



Markers

Captain Ball

Organisation

- Set up area as shown
- Split the group into two teams. One player on each team becomes the 'Captain' who stands inside hoop and then becomes team's catcher
- Aim is to pass the ball/beanbag to your 'Captain' who must catch for a score and drop the ball/bean bag inside the hoop
- Opposition team completes the same and which ever team has the most balls/bean bags in their hoop wins
- To adapt and vary the activity, please follow the STEPR model (players can drop the ball/bean bag in the hoop, see what team has the most balls/beanbags in their hoop after 1x minute)

Use STEPR to adapt and progress activity

Space, Time/Task, Equipment, People, Rules

Notes

[illegible]