

FLAGHOUSE[®]

Cooperative Games and Activities with Giant Games

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1989 NASPE/SHAPE National Teacher of the Year

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Giant Tower Jenga

#14755



Rules for this activity:

- Divide the group into 4 equal (almost equal is okay) teams of 4 or more players
- Set up the Tower blocks in the center of the activity area Teams then move to each cone about 20' from the blocks
- To start the game, one member of each team runs (walks, skips, gallops) to the stack and picks out one block and brings it back to the team. That counts as 1 point for the team.
- Another team member brings the block back and pulls out another block for the team and returns to the team.
- This continues for each team until the tower falls.
- One point is scored for each successful return of a block before the tower falls.

Multi Bucket Stacking Towers!

#14567



In this giant stacking activity, each team is given 18 jumbo cups to stack as high as possible in one tall stack. To start the game, each team is set up 10 yards from the stacking area. Two players from each team, each carrying a jumbo cup, run to the stacking area and begin stacking the cups one on top of the other alternating facing up and facing down. They then return to the team and the next 2 players run to the stack and add their 2 cups to the tower. This continues until all of the cups are stacked or the tower falls. If the tower falls, start again with everyone back at the starting point with all the cups.

Rules:

- Everyone must have their feet on the ground at all times
- No lifting anyone off the ground
- No ladders!
- Players may not use any extra pieces of equipment

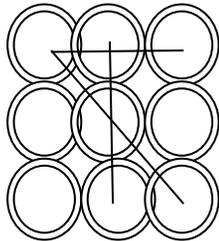
Other Multi Bucket stacking activities: Bring the buckets to the stacking area one at a time and return them touching only one bucket at a time.

- Relay stacks of 3 with 1 bucket on top of 2 buckets in pyramid form (each person can only touch one bucket at a time)
- Relay stacks of 6 with 3 on lower level, 2 on middle level and one on top level.
- Relay stacks of 10 with 4 on lower level, 3, then 2 then 1 on top
- Stack of 3 on each side of a stack of 6
- Stack of 15

Giant Tic-Tac-Toe

Using 9-36” Hoops (#11147) and Tosser Scarves (#14743)

Game 1: Played like the real Tic-Tac-Toe, 2 teams try to place tosser scarves or bean bags in the hoops creating a line of 3 of their color horizontally, vertically or on a diagonal before their opponents create their line of 3. For beginning level of play, have both teams start from the same side and for advanced play, have the teams start from opposite sides of the game. Distance to the game can be increased or decreased according to fitness levels and players can use different locomotor movements (skip, gallop, slide, hop) to travel to the giant game board.

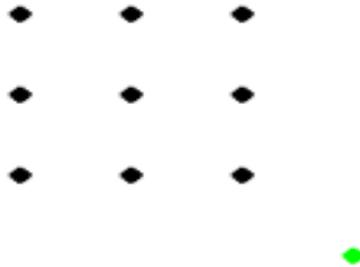


Game 2:

Each team only has 3 scarves to place in the hoops. They place scarves 1, 2, 3 in the hoops and then on the next move can move a scarf from one hoop to another trying to block or create a horizontal, vertical or diagonal line.

Giant Connect the Dots

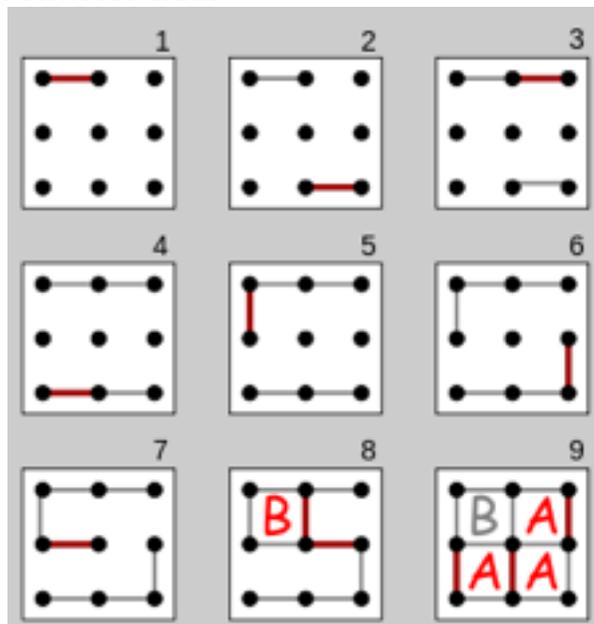
Poly Spots Keeper Bucket #12234, Tossler Scarves (#14743) and 3' Short Ropes



Beginning game has 9 dots (3 rows of 3) on the game board and each team has 9 short ropes and 5 tosser scarves. Teams can start from same side of game (easier for beginners) or opposite sides and travel to the game using different locomotor skills. One person carrying one rope and a tosser scarf from each team goes in a relay rotation. Players connect 2 dots horizontally or vertically trying to be the last person to complete a square. If the person completes the square, they drop a tosser scarf in the square and score a point. The game continues until all squares are full. Team with the most completed squares wins!

Options:

- Increase the number of dots to 4 rows of 4
- Increase the distance to the game from starting line
- Change the locomotor skills



TENZI, SIXZI
Giant Dice Games!
Color Dice # 19656 and Lawn Dice #7049



OBJECT:

Be the first player to get all ten/eight/six of your dice to show the same number.

HOW TO PLAY:

(2-4 or more! players.) Each player/team chooses a set of dice. Players hold all ten/eight/six dice in their hands. Someone says "Go" and everyone rolls at the same time.

Quickly look at your roll and decide which number you are going to go for. (For example, if you have more 3's than any other number, that's what you want to go for.) Put all your dice with that number aside, collect the remaining dice and quickly roll again. (You do not have to wait for others to roll again. Everyone rolls together only on the first roll.) Keep rolling until all ten/eight/six of your dice show the same number.

WINNING:

The first player to get all ten of their dice to match (ten 3's, for example) shouts out "TENZI, EIGHTZI or SIXZI" and wins the game!

And there are lots more ways to play!

Oddzi: all dice must be odd numbers

Evenzi: all dice must be even numbers

Wavezi: after each roll do the wave

Twinzi: Roll pairs different numbers

Rotatezi: Roll your dice, separate the # you are going for and then rotate to the team to your right. Next game all rotate left!

FitnessZI: Roll the dice, pick you number, do a fitness exercise before rolling again

FLAGHOUSE[®]

FlagHouse Equipment for Cooperative Games Session

1911 Dino Skin Coated Foam Balls

1102136" Deluxe No Kink Hoops

14567Multi Bucket Set

19656Dice Set Multi Color

7049 Black and White Dice Set

4097 Flat Small Hoops

39519Alpha Spots

14743Tosser Scarves



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