



BASEBALL CAMP (AGES 6-11)

ACTIVITY REFERENCE GUIDE

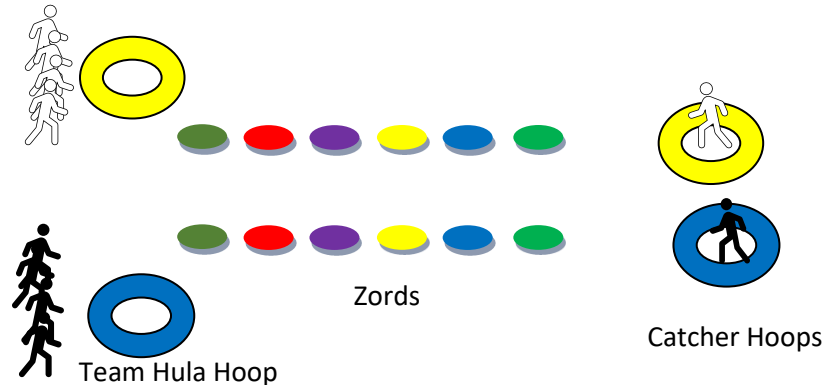


Power Rangers – Catching Edition

Purpose: Throwing/Catching

Equipment: Baseballs, Large Colored Spots, Hula Hoops

Set Up: Set-up Colored Spots so each spot is further from the receiver hoop than the one previous. Make sure the distance of the spots is age appropriate



Execution:

- The goal of the game is to collect all of your Zords (colored spots) and put them into your team hula hoop in order to morph into a MegaZord. The first team to create a MegaZord (collect all 6 zords and put them into their hula hoop) wins
- Coach has all players start on the half-court line. 1 player stands in their Catcher Hoop to be the Catcher. 1 player from each team starts with the ball to be the Pitcher
- On coaches whistle, the player with the ball (Pitcher) runs down to one of the Zords, stands on the Zord, and throws it to their Catcher in the Catcher Hoop
- **If the Catcher catches the ball:** the pitcher grabs their Zord, put it in the Team Hula Hoop.
- **If the Catcher doesn't catch the ball:** They leave the Zord where it is on the field. If the ball hits the ground, or any part of the Catcher steps out of the hoop to catch the ball, it is an incomplete pass.
- **Make or miss:** After 1-attempt, the players rotate. Catcher goes to Pitcher. Pitcher goes to back of the line. Next person in line goes to Catcher.
- Players can pass from any Zord, at any time. They do not have to go in order.
- First team to get all of their Zords in their Team Hula Hoop, and say as a team "It's Morphin Time" wins the game!
- Continue as time permits