



DODGEBALL GAMES (AGES 6-11)

ACTIVITY REFERENCE GUIDE

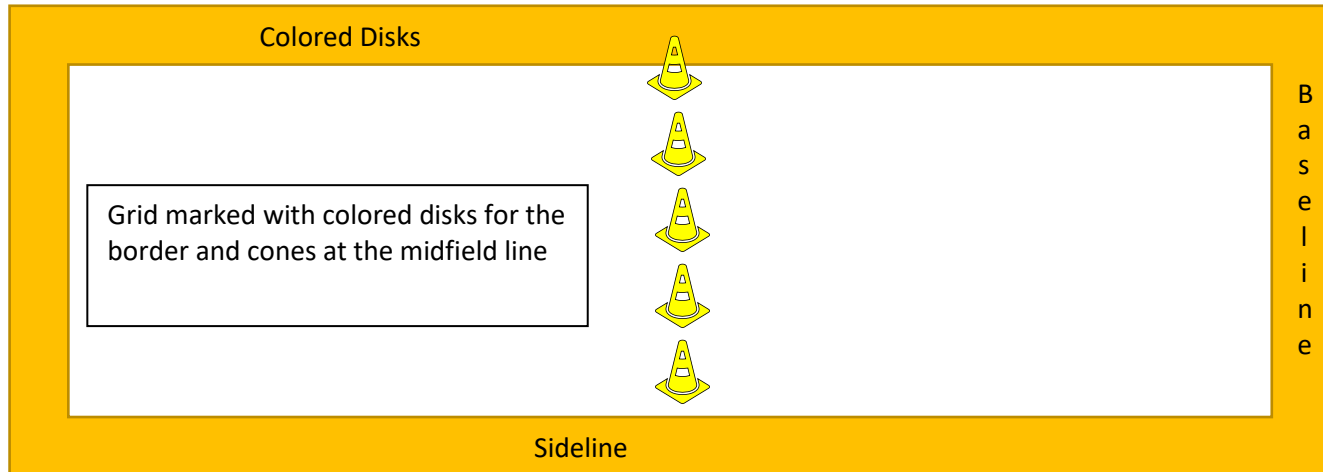


Super Mario Dodgeball

Purpose: Teamwork, Strategy, Catching, Agility

Equipment: Spots/Disks, Cones, Dodgeballs

Set Up: Set-up a large dodgeball game grid with a midfield line to separate the two sides.



Execution:

- Divide players into camp teams and have them stand on their team's baseline.
- Put half of the dodgeballs on each side of the field
- When coach blows his/her whistle, the game begins and all of the players grab a dodgeball and start throwing the ball at the other team.
- If a player gets hit by a ball below the head, they are out and must take a knee/sit down where they were hit.
- If the ball bounces first it doesn't count. If the ball hits the player in the head, it doesn't count
- If a player catches the ball, the player who threw the ball is out
- Each team has 1-Character who has special powers
 - Mario: medics – anyone that is kneeling/sitting down after getting out, can be saved by Mario tapping them on the shoulder or hand. If Mario gets out, the game is over.
- Each team has to tell the coach who has special powers but not the other team.
- Switch the superheroes after each game.
- Continue as time permits.