



Star Wars Dodgeball Games (ages 7-12)

Activity Reference Guide

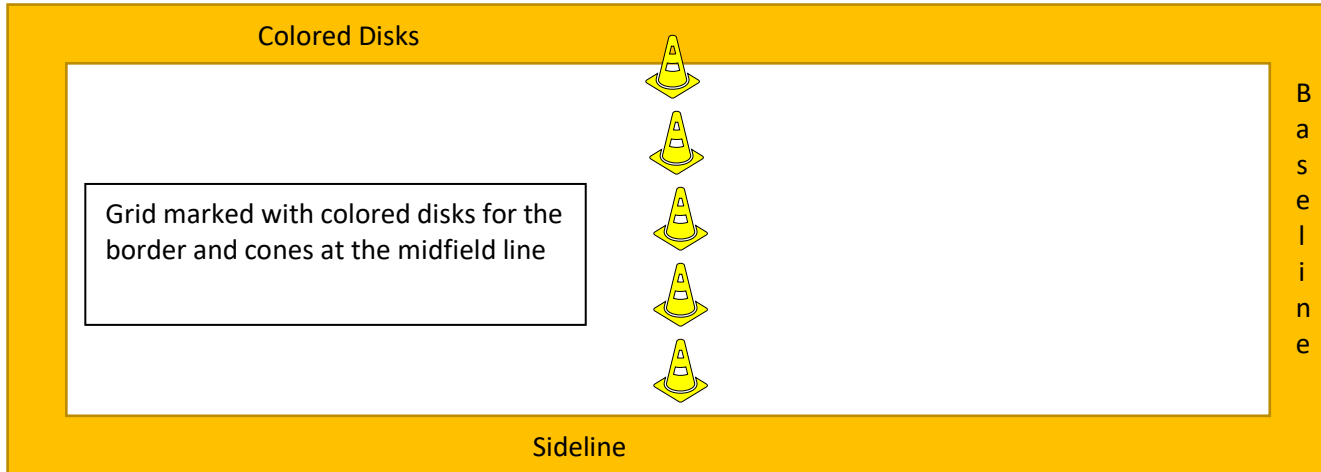


Medic Droid Dodgeball

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 2 Medic Droids with special powers.
 - R2D2 & BB8 - anyone that is kneeling/sitting down after getting out, can be saved by R2D2 or BB8 by tapping them on the shoulder or hand.
- The Medic droids can save each other but once they are both out there is no more saving for that team.
- Each team has to tell the coach who has special powers but not the other team.
- Switch R2D2 & BB8's each round and continue as time permits.