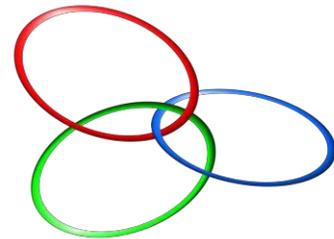
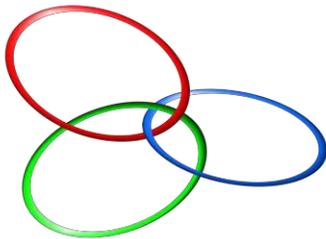


INSANE LARGE GROUP GAMES

Activities sure to keep all students engaged with minimal equipment



Ami Gibson

Twitter: @perockzz

Email: perockzz@gmail.com

Iredell Statesville Schools



RPS Roundup

Objective	<p>The objective of this game is to be the first to have 6 members of your team to get around all of the colored cones and get to the center field by defeating opponents in RPS. Be sure to stand on your colored polyspot when going to center field. Remember:</p> <ul style="list-style-type: none">• Rock smashes Scissors: Rock wins• Scissors cut paper: Scissors wins• Paper wraps rock: Paper wins
Equipment	Colored Cones for team identifier, 6 polyspots per colored team
How To Play	<ol style="list-style-type: none">1. Students are to get in groups of 6 players. Each group will have 1 colored cone in area they are standing and 6 polyspots or cones should be placed in the middle of the playing area2. Everyone will start at their “teams cone” where they will play a teammate in rock, paper, scissors. If they win, they will advance to the next cone and play someone at that cone. The player that lost will stay at that cone and find someone different to play against. If they win, they advance. The game repeats until players have challenged someone at each cone and race to centerfield polyspot.3. When 6 players are in centerfield, team yells out quickly sit and that is how the teacher will be able to determine how quickly each group finished task. <div data-bbox="647 1383 1166 1646" data-label="Diagram"></div> <p>Example of game: If I am on the “Red Team”, I will stand in that area. When the teacher says “Go”, I will RPS scissors someone in that corner. If I win, I will advance by running to the next corner which is yellow. If I lose, I will play against someone else in the red corner until I win. So in this instance, I won in the red corner, so I will play RPS against someone on the yellow team, if I win, I play against someone in the purple corner. If I win again, I play against someone in the green corner, and if I win there, I quickly move to a Red spot in the center field because that is the color I began with. I will stay put and cheer for my teammates because the team that fills the center field the quickest wins that round.</p>

“UNINGO”

Click link above for game boards

Objective	The objective of this game is for each team to work cooperatively to get “UNINGO” while doing fitness activities by being able to cover 5 colored squares in a vertical, horizontal or diagonal row.
Equipment	Mini Uno Cards, Uningo sheets, Exercise Instructions Card
How To Play	<ol style="list-style-type: none">1. Students are to get in groups of 4-6 players. Each group will have 1 Uningo card AND 1 Exercise Instruction card to show the exercises that should be completed.2. Uno Cards will be spread out in the center of the playing area and the team will decide who will go first, second, third (relay style)3. When the teacher says go, the first player in each group will run out to the center of the playing area where the Uno cards are placed and take one back to their team.4. All members of the team will look at the card and perform the exercise that corresponds with the color they selected. Students will need to complete the number of reps that match the color of the Uno card. For example, if red color = pushups and the teams picks up a red 5, they must complete 5 pushups.5. Once the group completes the activity, they can place the mini card on the corresponding color on the UNINGO card. Then, the next player runs out to the playing area and retrieve a card, group performs the activity, and place on the UNINGO card.6. This process continues until they have 5 in a row and the team will yell out UNINGO! Uningo can be called if 5 cards are successfully aligned vertically, horizontally, or diagonally

Toss 3

(Instant Activity)

[Please click here to access this activity from OPEN](#)

Capture The Corner

(click link above - OPEN activity)

Pac Man Frenzy

Objective	The objective of the game is to avoid being tagged by the tagger (ghosts) by having a power chip (ball) when in danger.
Equipment	Pac Man Theme music from Spotify, 4 hoops, 4 jerseys, 4 foam balls, 4 hoops, 4 signs with components of fitness
How To Play	<ol style="list-style-type: none">1. This game is a combination of the game Give and Go and Tag.2. The game begins with 4 taggers (ghosts) around the outskirts of the playing area. When teacher says go, players that are not taggers will be working on spatial awareness by passing the ball to another player and moving to a new spot looking to catch the ball from a different player. While this is going on teacher is playing any song from their playlist, then at some point the teacher will change music to the “Pac Man theme song.” When this happens, the 4 taggers (ghost) will come out of their cage (hula hoop) and attempt to tag the person that does not have the ball (power pellet) in their possession.3. If tagged, player will run to one of the 4 cones placed outside playing area and work on one of the components of fitness. They will continue exercises until a song other than Pac Man themed music is played, then they can rejoin the game.4. Cones on the outside will be labeled (Muscular Strength, Muscular Endurance, Flexibility, Cardio) <p>Variations:</p> <ul style="list-style-type: none">• Vary number of ghosts• Vary number of balls (pellets)• Vary fleeing speed.

“Ring” TEAM

Objective	The objective of the game is to avoid opponents by safely moving in general space, court awareness, and teamwork
Equipment	1-2 deck rings, depending on class size
How To Play	<p>This game starts off with 3-4 members on the Ring Team. These players are “it” and will put on pinnies for identification. Everyone else in the class will spread out within the boundaries trying their best to stay away from the players that are “it (ring team)”. The “its” will have 1 deck ring. They can pass this ring to each other in an effort to get close enough to a player and tag them with the ring. The “it” that has the object in their hand cannot run with it, like in Ultimate, however they are allowed to pivot and pass to member of the “Ring Team” to complete the tag if they cannot do so themselves. If an “it” tags a player with the ring, they become apart of the “its (ring team)”. They will go to the sideline and put on a pinnie for identification. As more and more players become it, don’t be afraid to throw in another deck ring to make it more challenging!</p>
	<p style="text-align: center;"><u>“Better When I’m Dancing”</u> (click dance title for video)</p> <p>6 Jazz Steps Grapevine to the right 4 counts Grapevine to the left 4 counts</p> <p>Bop Right (single) Bop Left (single) Bop Right (2x) Bop Left (single) Bop Right (single) Bop Left (2x) *Repeat Bops</p> <p>Jump forward (2X) Jump back (2X) Jump forward (2x) Step out with the right foot and ¼ turn *Repeat Jumps, step out and ¼ turn for entire chorus (will be a total of 4 turns)</p> <p>shuffle with r foot leading twice diagonally, shuffle with l foot leading twice diagonally shuffle with r foot leading twice but face the left wall drop step with left foot to complete the turn *Repeat shuffles and drop step</p> <p>(dance steps repeat from the beginning)</p>



