

Just Concentrate!— K-8

OBJECTIVE:

Reinforce the skills of football and teamwork with this unique, football follow up game of Just Concentrate! Just Concentrate combines the high-energy passing/throwing skills of football and hitting various targets, while also giving the brain a real workout through the matching card game of Concentration.

EQUIPMENT: (needs are based on a class of 56)

- ✦ Foam or indoor footballs (40+; add or substitute the footballs with Gatorskin balls and/or indoor Frisbees)
- ✦ Standing Targets (8-10; use traffic cones,

basketball goal and/or trashcans for additional targets)

- ✦ Decks of Concentration cards (2-4 decks)
- ✦ Traffic cones (6-10)
- ✦ Game clock or stopwatch

PROCEDURE:

Before classes arrive, place all of the footballs in the center of the gym. Place the traffic cones on the midline to create a boundary line between the Passing Zone and targets. Set up the targets on the opposite side of the Passing Zone (See Figure 1). **Note:** consider the age level when deter-

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Figure 1: Passing Zone and targets



Figure 2: Concentration cards face down

mining placement and positioning of the various targets. Create or section off an area and randomly spread out the decks of Concentration cards face down on the floor. (See Figure 2 and diagram for set up).

The **object** of the game is to pass the footballs through the targets to earn chances to find all of the card matches. **To Begin:** all students will pick up a football and become **“Passers”**. The goal of each Passer is to pick out a target, attempting to pass the ball through or into the target (See Figures 3-5 for examples of targets). Passers must stay behind the midline and cones within the

Passing Zone while passing balls at targets (See Figure 6). Passers may travel anywhere to collect up to two balls as long as they return to the Passing Zone before passing. **Note:** remind students to look out for thrown footballs when going to collect balls. A “scored” target is when the ball completely goes through or into a target. Each score of a target allows that Passer the ability to go and turn over a card or cards depending on which Game Version is chosen by the teacher (See Figure 7). **Note:** read Game Versions choices below to determine which version will be played the first round.

Game Version 1: each successful score by a Pass-

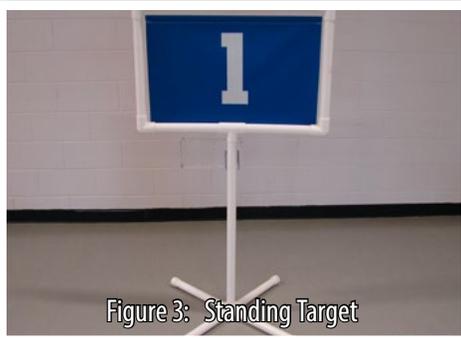


Figure 3: Standing Target



Figure 4: Trashcan



Figure 5: Basketball Goal



Figure 6: Passing to targets



Figure 7: Turning over 1 card

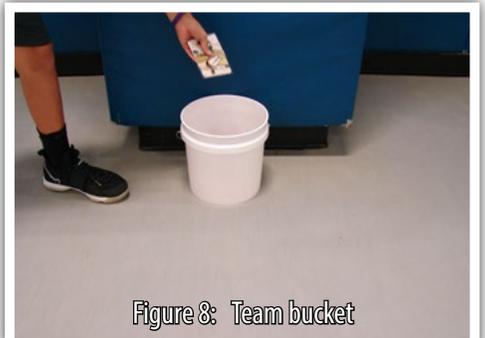


Figure 8: Team bucket

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er allows the Passer to flip over one card and leave it flipped over.

Game Version 2: each successful score by a Passer allows the Passer to flip over two cards. If it is not a match, remember the location of those cards before flipping both cards back over just like in the original Concentration card game.

Players, once a match is found when playing either Game Version, will place the matches into the team bucket that is located against the back wall of the Passing Zone (See Figure 8). Play continues until all matches have been found. **Note:** *as soon as play begins, start the game clock and challenge the class to see how fast they can find all of the matches. After Round 1, announce the time and challenge the class to beat the existing time.* Return the footballs to the center and spread the cards out again before starting a new round.

RULES AND SAFETY:

1. Passers must stay behind the midline and cones within the Passing Zone while passing balls at targets.
2. Each score of a target allows the Passer the ability to go and turn over a card or cards depending on which Game Version is being played.
3. Passers may travel anywhere to collect up to two balls as long as they return to the Passing

Zone before passing. Watch out for thrown balls!

Players turning over more cards than allowed, turning over cards without scoring a target, or cheating in anyway will result in the teacher removing two of the matches and returning them face down on the floor.

VARIATIONS:

1. Play the Team vs. Team Version. Utilize the same set up and rules as in the original game, but place half of the targets in one quadrant of the gym and the other half of the targets in the diagonal quadrant. **See the game It's Going to Blow "Team vs. Team Edition"** for an example of set up. Teams will compete against each other to see who can earn the most matches. **Note:** *I recommend playing Game Version 2 of Just Concentrate in this variation.*
2. Replace footballs with other types of balls and/or Frisbees to be thrown at the targets.
3. Increase or decrease the space between the Passing Zone and targets by relocating the traffic cones.
4. Move targets closer to or further away from the Passing Zone to provide differentiation for lower to higher skilled passers.
5. Scoring a basketball goal allows the Passer the right to turn over two cards in Version 1.

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Just Concentrate! DIAGRAM

