

Scoot 'n' Shoot (3-5)

Objective

Each child engages in dribbling, shooting, passing, scooter skills, and strategy in the fast-action teamwork game of Scoot 'n' Shoot.

Equipment

- Trashcans (55-gallon) without wheels (2)
- Five-gallon buckets (4) (2 full of yarn balls and 2 empty)
- Basketballs (10-12) (5-6 one color, 5-6 another color)
- Scooter boards (20-40)
- Jerseys to designate both teams (optional)

Procedure

Before the class begins, place one trashcan, yarn ball bucket, and empty bucket on each end of the gym against the wall (see Scoot and Shoot layout for setup). Divide the class into two teams and have them sit opposite the goal they will be shooting at (the 55-gallon trashcan). Select five players from each team to stand against the wall beside their team's goal on the opposite side of the gym. Instruct all other players to get on scooters.

The object of the game is for each team to score as many baskets as possible within the time limit. The team that wins is the one with the most yarn balls (points) or the one that showed the best teamwork. To begin, five or six players from each team start dribbling their team's designated basketballs from their end line while moving on their scooters. Players without basketballs can spread out and wait for a pass from a teammate or play defense.

Rules and Safety

- All players must dribble when moving on a scooter. When players pick up their dribble, they must either pass the ball to an open player or shoot the ball.
- Defenders may block the opposing team's view or knock basketballs away, but they may not retrieve them.
- Players are not allowed to touch or grab opponents.
- Each team can only dribble and shoot their team's designated color balls.
- Players on scooters may not cross the end line to shoot a basketball. All shots must be made from anywhere inside the end lines.
- If a basket is made, the first person standing in line puts one yarn ball into the empty bucket. That person then gets the scooter and basketball from the teammate who scored and carries them to the opposite side to reenter the game from the sideline. The person



