

coopEration — 2-8

OBJECTIVE:

This zany, action-packed teamwork game reinforces spatial awareness, throwing for accuracy, bucket manipulation, eye-hand coordination, communication, patience and most importantly ...coopEration!

EQUIPMENT:

- ✦ Super 70 balls (50+; A Super 70 ball is a 2.75" ball that is approximately the size of a baseball – See Figure 1; Substitute with foam tennis balls– See Figure 2)
- ✦ Small, plastic buckets or sand pails (10± per team depending on class size; See Figure 3)
- ✦ Play Money. Most sets contain (100) \$1 bills, 50 each of \$5, \$10, and \$20 bills, and 25 each of \$50 and \$100 bills. If possible, laminate each bill to increase durability. **Note:** substitute sticks or anything else to represent points if play money is not available.
- ✦ One cash bucket to store the \$1.00 bills (See Figure 4 of my cash bucket of \$1.00 bills).
- ✦ **coopEration Challenge sheet** (4-6 copies; I recommend taping the sheets to the wall inside each end zone)
- ✦ Container (1 container per team to for storing each team's money; See Figure 5)
- ✦ Traffic cones (6-8 cones to designate each team's end zone)
- ✦ Optional: Money drawer or container to keep money: My drawer contains the following bills: \$5.00 bills, \$10.00 bills, \$20.00 bills, \$50.00 bills, and \$100.00 bills (See Figure 6 for an example of the money drawer I use).

PROCEDURE:

Before classes arrive, place all balls in the center of the gym. Place the traffic cones on each side of the gym from sidewall to sidewall to create the end zones for each team. **Note:** increase or decrease

the size of the end zones based on the throwing and catching abilities of each class. Tape 2-3 copies of the coopEration Challenge sheet to the wall and place 10± small buckets inside each end zone. Finally, place the bucket of \$1.00 bills and the containers for collecting each team's money on one side of the gym, but outside the boundaries (see diagram for set up). The **object** of the game is for

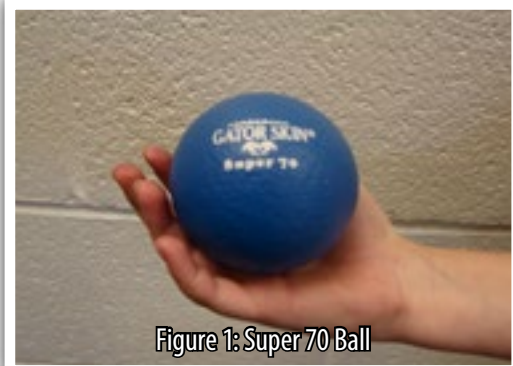


Figure 1: Super 70 Ball

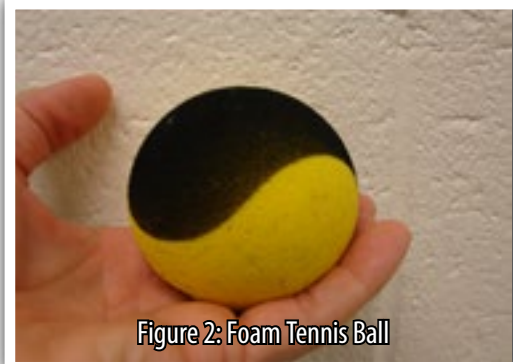


Figure 2: Foam Tennis Ball

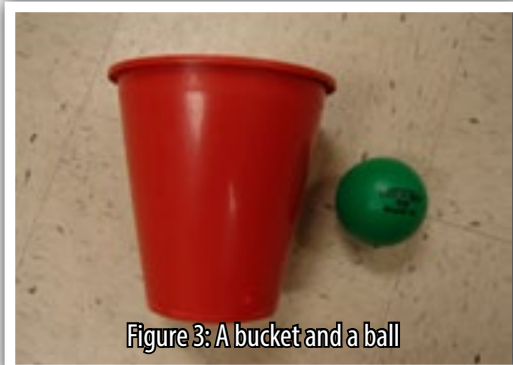


Figure 3: A bucket and a ball

each team to complete as many of the coopEration Challenges as many times as possible in order to earn the most money within the designated time limit. **To Begin:** Divide the class in to team blue

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and team red and send each team to opposite sides of the gym to sit down and await further instructions. Choose 1-2 students from each team to be Bankers by providing them with a wristband or jersey. Provide a brief explanation of the Catcher, Thrower, Scorer, and Banker positions (described below), informing students that they can choose



Figure 4: Bucket of \$1.00 bills

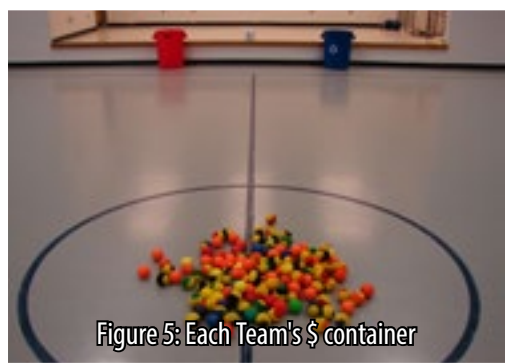


Figure 5: Each Team's \$ container



Figure 6: Drawer of money

and change any position at any time during the game with the exception of the Banker position. On the teacher's signal, any player who chooses to be a **"Catcher"** may cross over their team's midline and go to the opposite side of the gym to claim a bucket located within the coned off end zone. Catchers must catch a ball in the air **OR** after one bounce from within their team's end zone from one

of their team's Throwers (See Figure 7). **"Throwers"** are players who continually throw balls, at-



Figure 7: Catchers waiting on a throw



Figure 8: Throwing to a Catcher

tempting to score balls into any of the Catcher's buckets who are standing inside the opposite end zone (See Figure 8). Throwers may not cross the midline to throw a ball. Immediately upon catching a ball, the Catcher will become a **"Scorer"** and will place the bucket on the ground, take the ball out of the bucket, recruit a partner and go look at a cooPERation Challenge sheet to determine which challenge they want to perform. **Hint:** the teacher may need to stop the class and remind students to always be aware of positions that need to be filled in order to avoid any standing around and waiting in order to maximize the earning of points. The challenge is not complete until the Scorers travel from end zone to end zone. **Note:** A dropped ball results in a dead ball and must be left on the ground for a Thrower. Scorers can figure out any creative way to carry the ball as long as they use the body parts depicted in the picture and do not touch the ball with their hands once they begin traveling (See Figure 9). **Note:** the ball can immediately be dropped once the Scorers cross into the end zone on their side of the gym. A dollar amount is then

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Figure 9: Scorers performing a challenge



Figure 10: Banker counting money

awarded to the Scorers based on the challenge completed from the cooPERation Challenge sheet. The Scorers will then get the awarded amount of money from the bucket of dollar bills and place the money into their team red or team blue container.

The Bankers play the game just like everyone else, but are allowed to go and count the money from their team's container (See Figure 10). For example, the Banker from the blue team collects 20, one dollar bills from the blue container and gives them to the teacher in exchange for a \$20 bill to put back inside her team's blue container. **Note:** encourage Bankers to turn the \$1.00 bills in periodically so that the teacher can replenish the bucket of \$1.00 bills.

The process of Throwers throwing balls to Catchers, Scorers transferring balls to the end zones and collecting money will continue the entire game. The team to have the most money in their team's container when the time expires will be declared the champions for that round. Clean up and start a new round if time permits.

RULES:

1. Throwers may not cross the midline to throw balls. No throwing balls at others!
2. Catchers must stay within the coned off end zone to catch a ball from one of their team's Throwers.
3. Any dropped ball from the Scorers is dead and can only be picked up and thrown by a Thrower.
4. Scorers must collect the amount that is depicted underneath the challenge picture once that challenge has been completed. Collecting the wrong amount results in the teacher removing \$20.00± from the team's bucket who was caught cheating.
5. Defense is not allowed. Players may not block balls or interfere with or touch Scorers that are carrying balls.

VARIATIONS:

1. Remove the buckets and allow students to catch the ball with their hands.
2. Allow defense. Players can stand in front of the end zone and block balls that are thrown to Catchers.
3. Allow Scorers to get into groups of 3 or more in order to transfer multiple balls to the end zone to earn more money (See Figure 11).

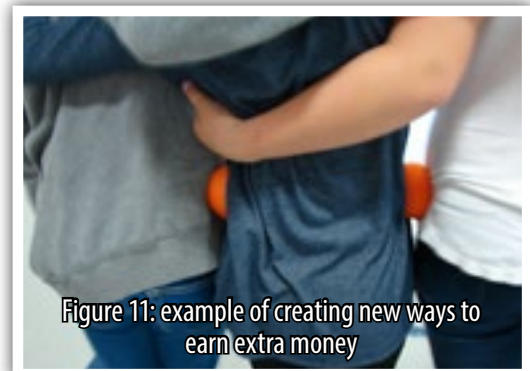
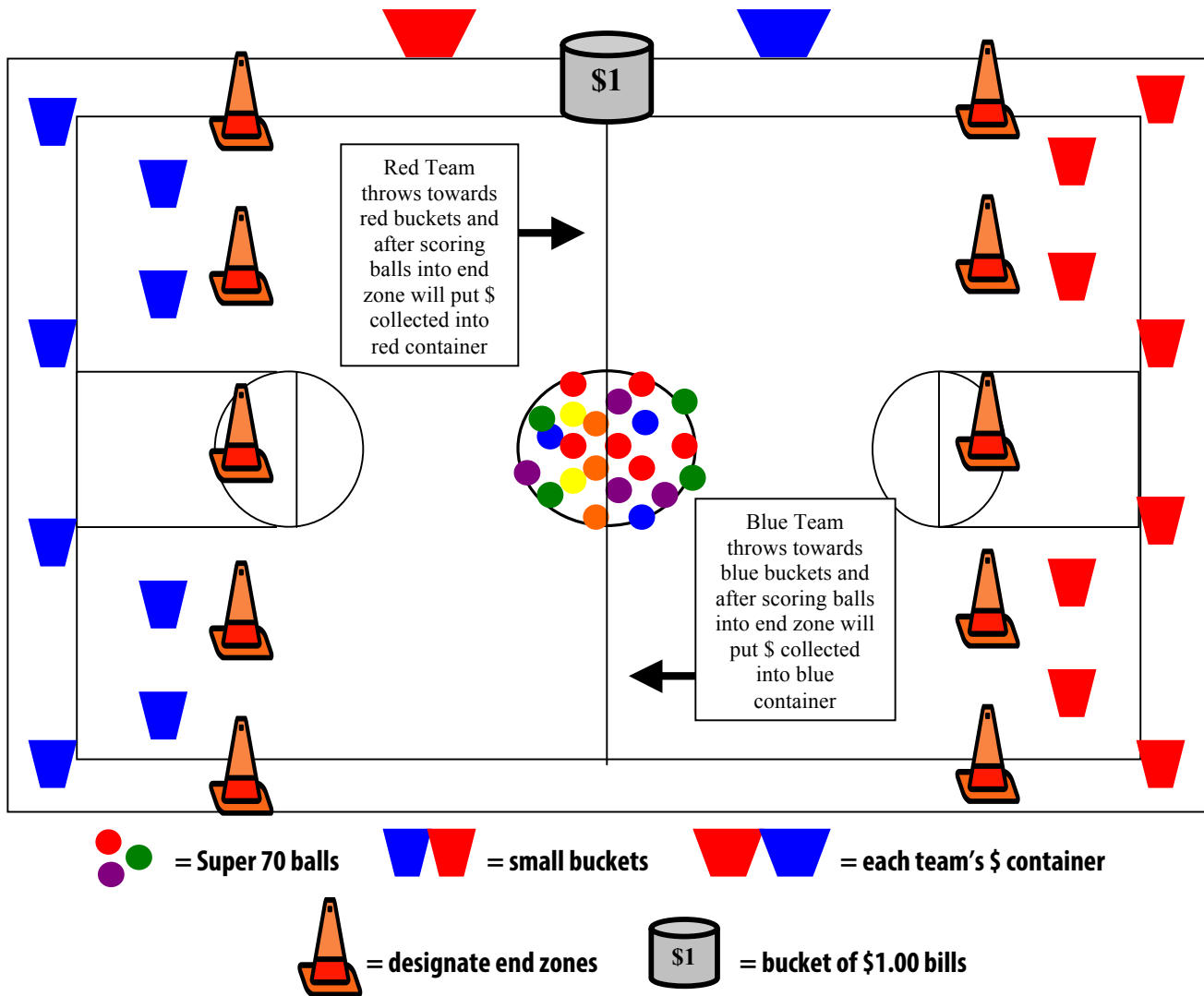


Figure 11: example of creating new ways to earn extra money

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coopEration Challenges



Shoulders = \$1.00



Hips = \$2.00



Ears = \$3.00



Foreheads = \$4.00



Elbows = \$5.00

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Shoulders = \$1.00



Hips = \$2.00



Ears = \$3.00



Foreheads = \$4.00



Elbows = \$5.00