

Nasco Dedicated to Delivery

PEWORKS

Grades K-12 Vol. 5

BLASTER BALL

Developed by Erin Washkuhn
2011 NASPE Elementary Teacher of the Year,
Midwest District

Objective

- Students will practice accurate throwing.

Materials List

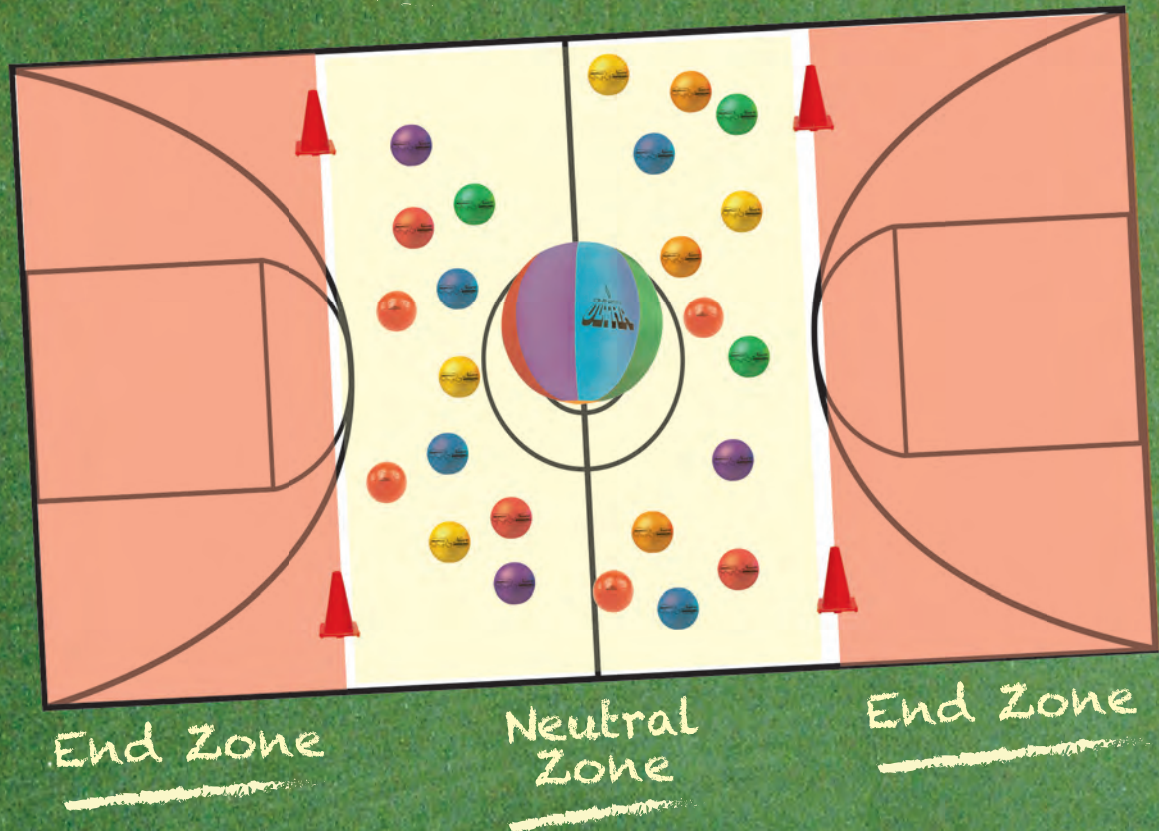
- 4 cones — Cat. No. PE01367E (12" H red cones)
- 25-30 RHINOskin® dodgeballs — Cat. No. PE06784E (set of 6 "Soft Play" colors)
- Omnikin® Ultra Ball — Cat. No. PE02276E (48" dia.)
- 4 RHINOskin® soccer balls — Cat. No. PE00242 (size 3 red ball, 7½" dia.)

Object of the Game

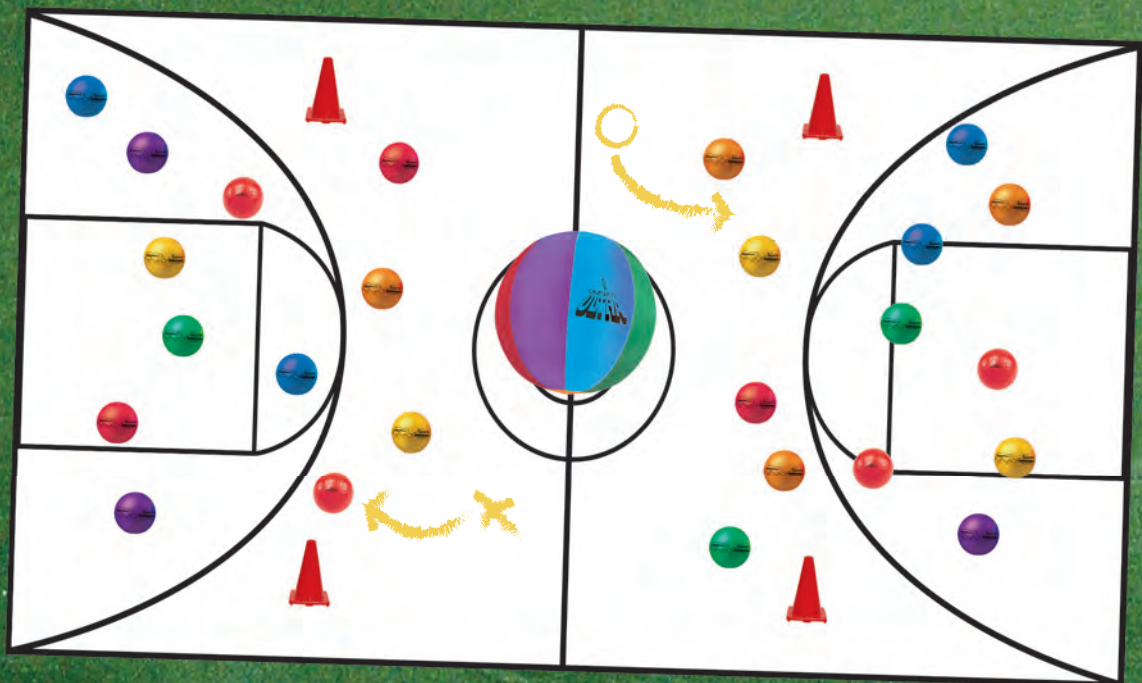
- Be the first team to get the Omnikin® ball to cross the other team's goal line by using accurate throws.

How to Play

1. Divide the class into 2 teams.
2. Each team starts in their own end zone, with one person from each team chosen to start in the neutral zone. The end zone is located at the ends of the gym with a neutral zone in the middle. Use the cones to identify the two end zones.
3. Place the Omnikin® ball in the center and the RHINOskin® dodgeballs and RHINOskin® soccer balls placed throughout the neutral zone.

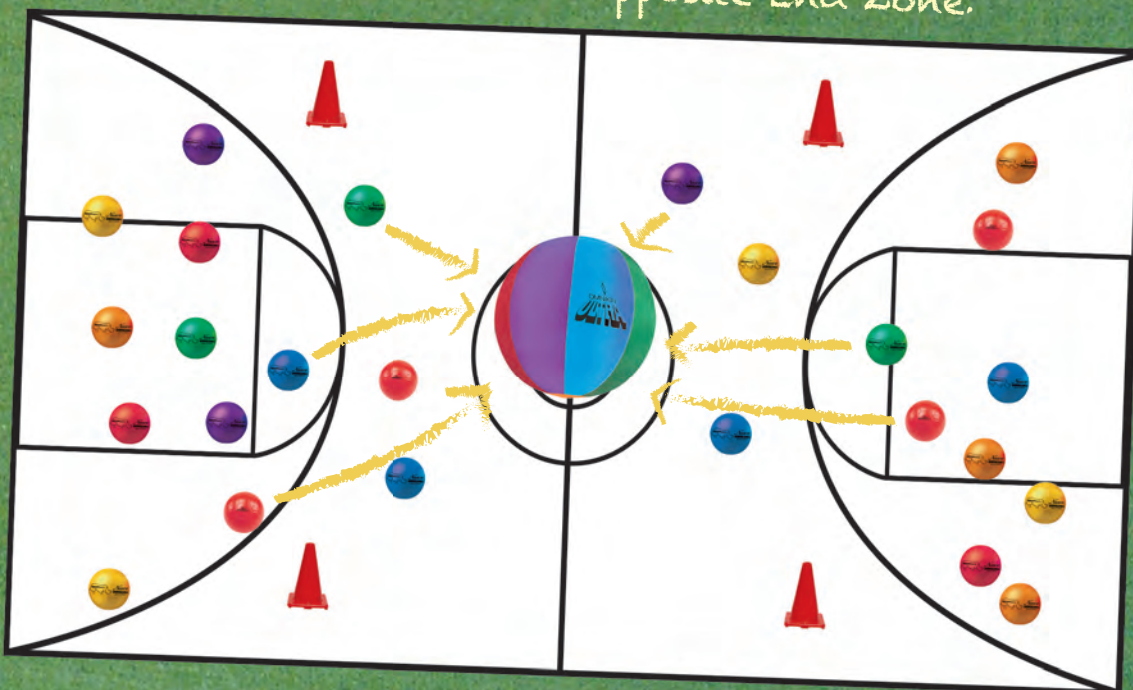


One team member rolls all the balls to the End Zone.



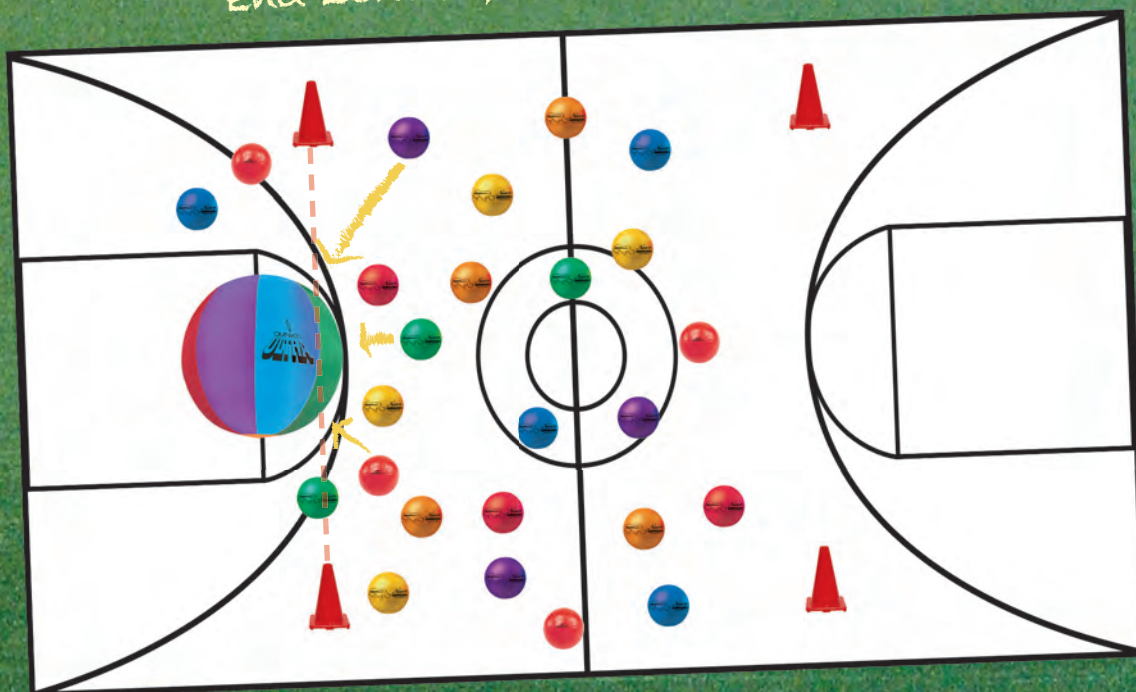
4. On the signal to begin, the students in the neutral zone will run around and roll all the balls except the Omnikin® ball to their team's end zones.

Throw the balls towards the Omnikin® ball to move it to the opposite End Zone!



5. Once the balls arrive in the end zones, the rest of the students can start directing those balls towards the Omnikin® ball to attempt to move it to the other team's end zone. They will do this by throwing the RHINOsKin® dodgeballs and rolling the RHINOsKin® soccer balls at the Omnikin®.

Move the Omnikin® ball to the opposite End Zone before the other team does!



6. The first team to get the Omnikin® ball to cross the other team's end zone line wins the game.

Game Variations

- **Change balls.**
- **Use 2 Omnikin® balls.**
- **Make the neutral zone bigger or smaller depending on skills and age.**

Rules

- **The players in the neutral zone may switch with another player at any time or if they get hit by the Omnikin® ball.**
- **The RHINOskin® dodgeballs can only be thrown.**
- **The RHINOskin® soccer balls can only be rolled.**
- **No kicking.**
- **No pushing the Omnikin® ball with your hands or a ball held in your hands.**
- **No piling the balls in the corner.**



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