Pumpkin Patch

-Class is divided into three groups

-Students will line up at the starting line…across from their bowling pins. (Before starting the game, number students 1 – last student at the end in group.)

-First person in line will be the pin-setter first. After team completes a full run-through, then the second person in line will become the pin-setter. After another full run-through, the third person becomes the pin-setter and so-on.

-When music begins, front player bowls. If 7 or more pins are knocked down, then the player will go get a pumpkin (basketball) from the pumpkin patch located in a roped off strip in the middle of the gym floor.

-Students will spider walk (crab walk) with pumpkins resting on their stomachs to get to one of the three designated poly spots and take ONE shot at the basket.

-If student makes the basket, he/she will take the pumpkin and place it in the team's pumpkin patch (a hula hoop by the wall). If a basket is not made, the ball is placed (not thrown) back into the large pumpkin patch.

-The players return to the end of their lines to wait for another turn.

- The game continues until all of the pumpkins in the patch are gone. The team with the most pumpkins in their team's patch is the winner.