

Name of Activity: Pirate Ball
"Dodging and Fleeing" – Cooperative Activity

Grade Level: 3 – 8

OBJECTIVE:

- ❖ The objective is to run to/enter into different quadrants to steal treasure from another team's chest while trying to guard your own.
 - To WIN, be the first team to collect all of your team's color balls and bring them to your treasure chest
 - Other variations are explained below
 - The first team to have gathered all four of their own balls will be declared the winner of that round.
 - Play multiple rounds if time allows
 - Play timed rounds if you want to challenge their attacking, strategy, communication, or skills in short periods of time
 - You may steal another team's color to prevent a win (strategy)
 - You may throw the ball once in the process of a steal.
 - A dead ball must be returned to its original hoop.
 - A ball is dead if it is thrown and hits the floor, knocked down, or not caught by a teammate
 - A ball is dead if thrown more than once in the process of that steal
 - A ball is dead if the stealer is captured or tagged in the process during that steal

SKILL HIGHLIGHTS:

- ❖ Personal and Social Responsibility, Respect, Cooperating with Others
- ❖ Running, invasion/evading skills, strategy, teamwork, and critical thinking
- ❖ Guard, defend, strategize, chase, dodge, communication, etc.
- ❖ Hand/Eye Coordination
- ❖ Catching and Throwing

EQUIPMENT NEEDED:

- ❖ Timer and music
- ❖ Cones
- ❖ 4 each of 4 types of balls (4 different colors)
- ❖ 4 mats, rope, 4 hula-hoops, pennies/flags, and belts
 - However, much of this equipment is optional for this game to be successful in the playing area of choice.

SETUP:

- ❖ The play area (gym or field) is divided into four equal areas/quadrants (pirate ships) to represent all four teams. (In the gym, use the half court line with cones for one direction, and cones down the center of the gym from hoop to hoop).
- ❖ Divide the class into four equal teams and have each team put on flags and belts and/or pennies (if available). Each team should be designated by its own color of flag or pinnies.
 - Teams must wear Team color at all times
 - Teammates will have the following responsibilities
 - Goalie/Treasure Guard (only 1 per team)
 - Attacker (rest of players on the team)
 - Saver (attackers transition to savers to retrieve teammates from jail
 - ◆ Savers can not attack a treasure during this process
 - ◆ All players can tag/remove the flag of an opposing player when in their quadrant

- ◆ Due to the strategy of an Attacker, a Saver can be tagged or have their flag pulled during this process (until they successfully reach their teammate and return them to their area/quadrant)
- ❖ In the far corner of each quadrant, you will build a base/main part of your ship. Each base consists of a cone and hula-hoop/treasure chest (you may also use a mat or something similar) of the same color. Inside each hula-hoop or on the mat should be the "treasure" which is 1 of each type or color of the ball being used (I use foam soccer balls and sometimes footballs. Depending on the skill you want to emphasize, you can differentiate).
- ❖ Each team will start with four different colored balls in a hula hoop as the treasure they must guard. One to represent each team color.
- ❖ Each player must begin the game from his or her own home base. Each team will be given a name that is representative of their color or particular ball with a flag or pennies to match.
- ❖ Utilize a hula-hoop or other boundary to create a jail. This jail can be in the middle of the quadrant, or as a challenge in the far corner of the quadrant. Up to you and the space you are using.

PLAY PROCEDURES:

- ❖ **Once a player enters an opposing team's colored area/quadrant (pirate ship), they are susceptible to having their flag removed by someone from that colored area/quadrant (or they may tag you, if flags are not being used).**
 - Both feet must be on your side, in order to be safe.
 - If your flag is pulled you must put your hands/flag up and walk to that team's jail in their corner/or designated area in their area/quadrant.
 - Stand in the jail with one foot in and one foot out
 - If you are in possession of a piece of treasure (a ball), it must be returned promptly and appropriately to the chest it was taken from.
 - Teammates must save you in order to get out of jail
 - They must safely reach you and guide you back to your own area/quadrant while holding hands
 - Only one person at a time can be saved
 - You may not steal a ball when you are saving someone (at any time)
 - In all variations of this game, rescued students/teammates and their escort, get a free walk back to their quadrant. They must be holding hands during this process.
 - A JAILBREAK (teacher's whistle blow or cue) will free all players from jail
 - You have 3 seconds to return to your side
 - You may not steal a ball while returning home from jail (at any time)
 - A jailbreak is done at the teacher's discretion, not when it is in the best interest of a team

- ❖ **You must run the ball back to your treasure chest without having your flag pulled**
 - You are safe once you are in your area/quadrant (a team can only pull flags in their area/quadrant)
 - **(ALTERNATIVE PLAY RULE):** Any player from any team can remove the flag of any player who is not inside his/her own quadrant (ship) at any time. However, the captured player would go to the dungeon (mat) of the team whose quadrant he was in at the time of his capture.
 - You may only throw during build two (or when permitted by the teacher/coach to do so)
 - A thrown ball must be caught by a teammate in order to be kept
- ❖ **When guarding jail or your treasure chest make sure you are three to five steps away from the hula hoop/treasure**
 - YOU MAY NOT HOVER OVER THE TREASURE
 - Your goalie must be at a distance of 3 – 5 steps away from the treasure (or if using a mat, the goalie cannot step on the mat)
 - Unless...
 - They are returning treasure
 - They are pulling a flag of an opposing team player

Mindful Miscellaneous and Helpful Rules:

- ❖ If you have a flag torn off, or fall off while in an opposition's territory, you must retrieve your flag and go to their dungeon (mat). Once inside the dungeon (on the mat), you must take your flags off and wave them overhead while kneeling.

- ❖ If a student successfully makes it into/to an opposing team's jail (whether in the middle of the quadrant or behind the mat/treasure) he/she must rescue one of his/her teammates (to rescue; the student must escort his/her teammate, by the hand, all the way back to their own quadrant).
- ❖ If a player makes it to the opposing team's vault and there are no prisoners from his team to rescue, then he may steal only the treasure that represents his team. This rule can change based on the challenges presented.
- ❖ Students cannot have their flag removed as long as they are in their own quadrant.
- ❖ Players are not allowed inside their own vault unless they are returning with a piece of treasure (ball).
- ❖ You may rescue only 1 player at a time.
- ❖ Players are not allowed on their own mats,
 - This is how to stop the arguments over whether a person was safely in the vault or not when their flag was removed. By not allowing players to be on their own mat, and opposing players to be safe if, in the vault area, arguments are eliminated because if a player had his flag removed by an opposing player, not on a mat, then he must be out because the students are not capable of reaching the vault without being on the mat.
- ❖ You may not rescue a player and a ball at the same time.
- ❖ If a flag falls off in enemy territory then you are out and must go to their vault/jail.

Modifications/Cooperative Games:

1. Students must gather 4 matching balls regardless of their originally designated team
2. Students must gather their own 4 designated balls.
3. Students can steal any ball they choose to get as many as possible. Certain colors are worth certain point amounts.
4. Any combinations can be chosen, 2 sets of three, or 2 sets of two. Choose odd combinations depending on how long the game should last.
5. Teams get a free walk back if they have a ball. (Try to have the students use the ball on the way back; ex. dribble a soccer ball, basketball, etc.)
6. Teams do not get a free walk back with a ball. In fact, they are not safe anywhere including their own property.

Resources:

- ❖ <http://www.mrgym.com/index.html>
- ❖ [YouTube](#) Pirate Ball Rules
- ❖ <https://peuniverse.com/video/pirate-ball-capture-the-flag-variation/>
- ❖ <https://www.wikihow.com/Play-Capture-the-Flag>

Set Up Should Look Sort of like this...

