

Hot Potato

How to play this game:

Divide the children into four equal teams. Mark out a large square using chalk, coats, cones or other suitable objects. Divide the square into quarters. Each team stands in a quarter of the square. They are not allowed to leave this area (while the game is in play!).

The adult/leader gives one child a beanbag or ball. The child then throws the beanbag into another team's section of the square. Someone from this section then throws the beanbag/ball out of his or her area.

While this is going on, the adult/leader times one minute. At the end of the minute, he/she calls "Stop" and the team who have the beanbag/ball lose and are given one point. Play the game several times; the team with fewest points at the end is the winner.

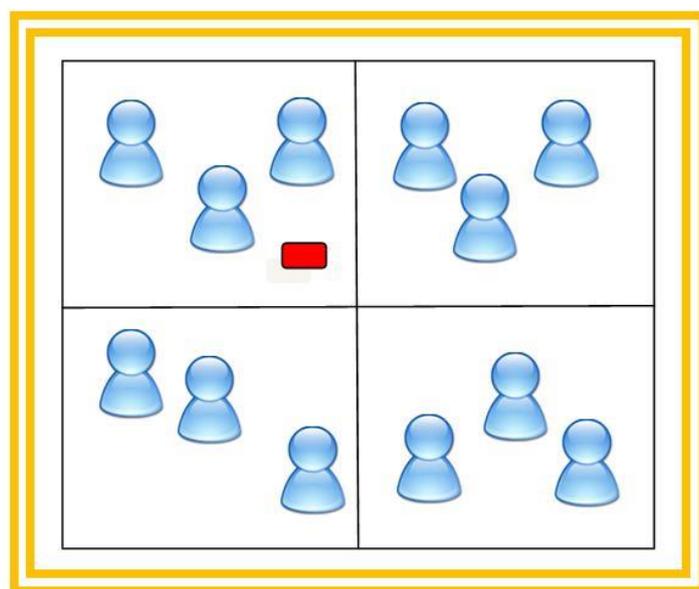
Adaptations

Increase the number of beanbags. Start initially by increasing to two or three beanbags but for a large number of children you can put as many as eight or nine beanbags into the game. Give out points to each team based upon how few beanbags they have in their area at the end of the game/ So for example the team with fewest beanbags get four points and the team with most get one point; alternatively start each team with, say, 50 points, they lose a point for each beanbag in their area, the game is over when one team gets to zero with the team with most points winning.

If using a number of beanbags introduce a graduated points scheme based on the colour of the beanbags. Start with, say, 1 yellow beanbag which is the hottest potato and removes 5 points from a team's score. You can build this up so that teams have to think quickly and get rid of the highest scoring beanbags first.

Start off with only one player in each quarter. After 10 seconds the adult/leader shouts "Number 2" and the second player from each team joins in, add another player every 10 seconds.

Start with all players outside of the area and each player having a number. The adult/leader calls out numbers e.g. 2, 4 and 5 and those numbered players are on and enter the game. The adult/leader can change the numbers at any point.



Learning Objectives

- Keeping fit, cardiovascular fitness
- Decision making skills
- Co-ordination
- Throwing skills

Resources

- Activity area
- Cones
- Beanbag