

Castle Raid

Objective: To knock down opposing team's "castles".

Equipment: 80 plastic cups, cones, 20 fleece balls, 20 beanbags, 8 hula hoops.

Activity Description: Playing area divided into 4 quadrants by cones with one team in each quadrant. Each team has two castles placed randomly within their quadrant. 5 fleece balls and 5 beanbags arranged on each of the 4 lines.

Procedures:

1. Each team receives 20 plastic cups to make 2 castles in their area. One castle per hula hoop.
2. The castles must be within the hula hoop and at least 2 levels high.
3. No player can be eliminated from the game.
4. Fleece balls can be thrown in the air. Beanbags must be slid on the ground.
5. All players must stand outside of the hula hoops surrounding their castles.
6. Each player must remain in their own quadrant for the duration of the game.
7. The center circle is open to anyone to throw from. Any player may enter it but may not enter another team's quadrant.
8. A castle is considered "raided" if and only if there is no more cups on the second level.
9. When a castle is raided, it is the team's duty to have one player stack the cups and place them on the side.
10. When all of the castles of one team are raided, they may continue the game and attempt to knock down the other castles.
11. At the end of each round, teams rotate clockwise.

Check for Understanding:

- What happens when a castle is knocked down?
- Where must the castles be made?
- How many stories must a castle be?