

Quidditch

Objective: To score quaffle through hoop goals and capture the snitch.

Equipment: 6 soft throwable ball, 4-8 noodles, 6 hula hoops, 1 z-ball, pinnies.

Activity Description: 3 hoops hanging about 6 feet above the ground from the soccer net crossbar. Two teams scattered around the field with two players in the middle for a jump-off.

Procedure:

1. There are 4 positions per team:
 - a. 8-10 Chasers: offensive players who try to throw the quaffle through one of the hoops to score 10 points.
 - b. 8-10 Taggers: uses the noodle to tag out chasers and the seeker.
 - c. 1 Seeker: chase after the snitch after it is released.
 - d. 3 Keepers: guards the goals and tries to block any attempt to score.
2. The game begins with three balls starting with each team.
3. The taggers must remain on their half of the field.
4. Once the quaffle is caught by a chaser, the player runs with it toward the three hula hoop goals.
5. If the quaffle goes through the hoop, 10 points is earned for the team and the opposing team automatically gets the ball.
6. Taggers attempt to stop the chasers from scoring by tagging them with a noodle from shoulders to shoes. If a chaser is tagged, they must relinquish the ball to the other team.
7. If the quaffle is dropped or intercepted, the other team takes possession from the spot of the drop.
8. At some point in the game, the teacher will release the snitch (z-ball). The seekers try to catch the snitch before it stops moving.
9. If the snitch stops rolling or bouncing or is not caught on a fly, it goes back to the teacher to be released again later in the game. The first seeker to catch the snitch scores 25 points for their team.

Check for Understanding:

- When a chaser gets tagged what do they do?
- If quaffle is dropped, what happens?

Variations:

- Chasers cannot move with quaffle.
- No seekers. When the snitch is released, the first person from either team can catch it.