

## **Survivor**

*Objective:* To attempt to knock down all of the other team's pins whilst keeping their own pins standing; be the last team standing.

*Equipment:* 1 scooter, 1 ball, 2 pins, and 1 hula-hoop per team. Small disc cones, one garbage bucket.

*Activity Description:* Pins standing inside the hula-hoops in any formation, one island at each corner of the gym and two others in between. Small cones indicating the shore of the island.

### *Procedure:*

1. 3 roles = (1) Catapult: to move through gym on scooter and throw balls at the pins. (2) Engine: move person on scooter with two hands on his/her shoulders. (3) Island Guards: guard pins from being knocked down by other teams.
2. The engine must have both hands on the catapult's shoulders at ALL times. Consequence: team out of the round.
3. Catapult cannot have another team's ball in their possession at any time.
4. After 1 throw at a specific island, the team must move onto another island before they return.
5. When both of the pins of a team have been knocked over, the guardian must run out to the playing area and bring the other team members back. The pins should be left laying down so that the other team's don't think they are still in the game.
6. The team can still link up from the island and reach to get a ball from the sea. They have two options: (1) they can throw the ball towards other islands or (2) attempt to throw the ball into the bucket and be able to be back in the game with one pin if they make it.
7. Catapults must throw their balls from outside the boundary line surrounding the islands. The consequence is one pin down.
8. Catapults may only have one ball at a time.
9. After each round, teams rotate clockwise to a different island.

### *Check for Understanding:*

- What happens when you let go of the person on the scooter while they are moving?

### *Variations:*

Super Survivor = one team knocks out another, when that team gets knocked out the other team is back in.