

# The PE Shed



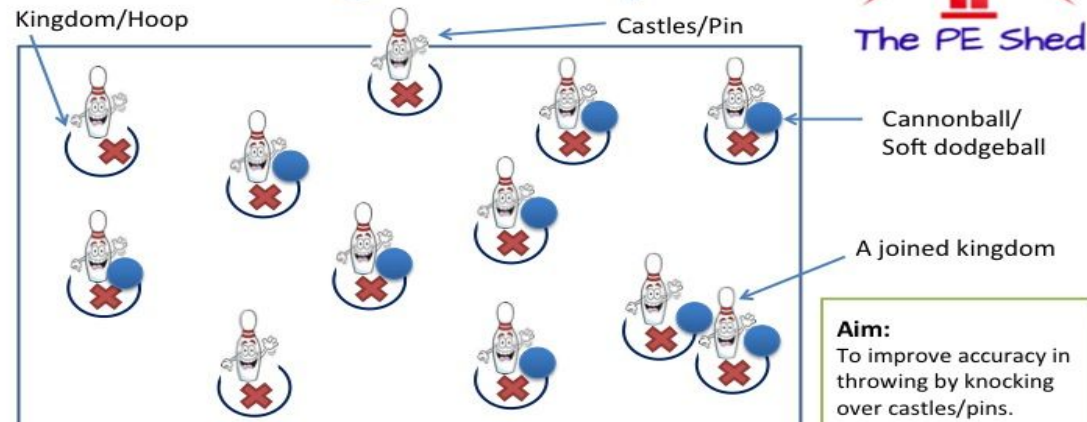
**Coordination Game:** King of the Pin

**Recommended Age Range:** Grade 1 - Grade 7

**Focus:** Movement, coordination, throwing, teamwork, accuracy and power.

Equipment	Setting Up	Description	Further opportunities
Hoops Pins (or large cones) Soft dodgeballs	Each student has to set up their kingdom (hoop) in the playing area. Inside the kingdom, they must place their castle (pin).  Each student starts with a cannonball (soft dodgeball)	-Students have to throw their cannonball (soft dodgeball) and aim to knock over another kingdoms castle. -If the castle is successfully knocked over, the student must go and join the kingdom that knocked it over (joined hoops) -Students can move around the playing area to retrieve cannonballs. -If a kingdom knocks over a castle which is joined to another kingdom, then the knocked over kingdom must move to the new kingdom. -The kingdom with the most castles is the winner.	<b>Differentiation</b> Easier: - Reduce the playing area (easier to throw) Harder: - Increase the playing area (harder to throw) - Increase the distance between kingdoms

## King of the pin



### Rules:

- Each student has a kingdom (hoop), a castle (pin) and a cannonball (soft dodgeball)
- Students have to throw their cannonball and aim to knock over another kingdoms castle.
- If the castle is successfully knocked over, it must go and join the kingdom that knocked it over (joined hoops)
- Students can move around the playing area to retrieve cannonballs.
- If a kingdom knocks over a castle which is joined to another kingdom, they must move to the new kingdom.
- The kingdom with the most castles is the winner.