## The PE Shed

**Coordination Game:** King of the Pin  
**Recommended Age Range:** Grade 1 - Grade 7

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

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| 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 kingdom’s 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. | Differentiation  
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

**Aim:** To improve accuracy in throwing by knocking over castles/pins.

**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 kingdom’s 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.