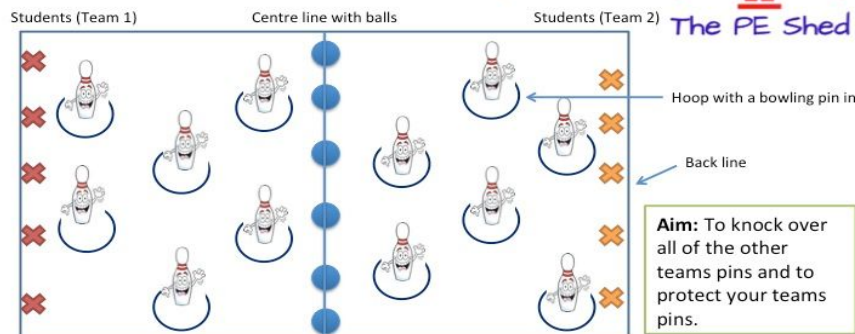# The PE Shed

Coordination Game: Protect the pin

Recommended Age Range: Foundation - Grade 10

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

Equipment	Setting Up	Description	Further opportunities
Hoops Bowling Pins (or large cones) Soft dodgeballs	- Divide the playing area into 2 with a centre line of cones/spots. - Choose a number of targets for each team and layout that number of hoops in each team's court. - Put a bowling pin in each hoop. - Place a number of soft dodgeballs (4-6) on the centre line.	*Aim:* To knock over all of the other teams pins and to protect your teams pins. - Divide the group into two teams. - Each team must start touching the back line/wall. - On "GO" students run in and collect the balls and can start throwing at the other teams pins. - If a pin is knocked over by a ball or a student runs into the pin, it is out of the game. - Students may protect their teams pins by blocking the balls with any parts of their bodies or catching them. - Students are NOT out if they get hit with a ball. Penalty time (20-30 seconds) outs are awarded if: - A player crosses the centre line. - A player steps into the hoop to protect the pin. - A player holds more than 1 ball.	**Differentiation** Easier: - Reduce throwing distance by putting pins closer to the centre line. - Increase the size of the targets (pins to larger cones) Harder: - Increase the throwing distance by putting pins further from the centre line. - Reduce the size of the targets. **Further opportunities:** - Play 4 team protect the pin by dividing the court into 4 sections. - Include a secret button 9 (target on the wall) which saves all of the teams pins.

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