

Name/Title: Quadrant Ball

Purpose of Event: Lead up activity to speedball and practicing throwing and catching.

Prerequisites: None

Suggested Grade Level: 9-12

Materials Needed: 16 gator balls, 4 of each color (4 red, blue, green, and purple) 30 cones, 4 hula hoops, 1 of each color (1 red, blue, green, and purple), 6-7 pinnies of each color (red, blue, green, and purple)

Description of Idea

The students will be separated into teams of 5-6 and will each have a quadrant to defend. The area is coned off into a square with 4 quadrants. Each quadrant will have a hula hoop with 4 balls, one of each color inside the hoop, and a jail. The goal of the game is to get all 4 of your team's colored gator balls in their hoop before the rest of the other teams are able to do so, (eg. The red team has all of the red balls inside the hula hoop before the yellow, blue and purple teams).

When team players enter quadrants, other than their own, they can be tagged by an opponent and put into jail. If a player goes to jail, they must stand with their hands on their head to signify that they are in jail. In order to get a team member out of jail, a teammate can go into the jail and high five the person in jail. Students can not stand around the hula hoop and guard it, as they must be constantly moving around with-in their quadrant. The students are allowed to do a “sacrificial toss”, which means that if they are about to get tagged, they can underhand toss the ball to another teammate who can run it back to their team's hula hoop. It does not count if the ball is thrown overhand.

Assessment Ideas:

Self rating scale on involvement
Teacher checklist on rules before and after the activity

Adaptations for Students with Disabilities:

Use larger gator balls
Make the quadrants smaller
Make the team's smaller

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