

**Name/Title: Jump Rope Battleship**

**Purpose of Event:** To practice previously learned jumping and jump rope skills in an organized game.

**Prerequisites:** Jump rope skills (1 foot hop, 2 foot jump, double hop, forward jump roping, possibly backward jump roping and throwing skills).

**Suggested Grade Level:** 3-5

**Materials Needed:** Cones, gator balls, bowling pins, jump ropes.

**Description of Idea**

Note: Please make sure you set up your playing area so the jump ropes are not hitting any of the other children.

Split the gym into halves with cones (usually on the center line). Then designate the last 10 feet of the gym on each side as the "jumping rope area" or "land."

Each student will have their own jump rope. Break students up evenly on each side and instruct them to make their jump rope into a circle and place a bowling pin inside. They are to protect their jump rope or "battleship" from the "missiles" (balls). Using the throwing cues previously taught, students will throw the balls (underhand) at the other team's battleships while also protecting theirs.

If the pin inside their jump rope gets knocked over, they must go to the "land" (safe area designated on each side) to practice their previously learned jump roping skills (e.g., 5 hops over your rope, 5 forward or backward jumps turning your rope, etc). Then they are to safely bring their rope back to the ocean and build their ship with a pin in it so the game can continue.

**Teaching Suggestions:**

If you have a lot of kids, you could have a "missile" thrower and a "guard." Once their ship is sunk, the guard must do the jump roping/jumping skills and then when they are done, the partners switch roles.

**Adaptations for Students with Disabilities:**

Use a different type of ball, allow students who can't jump over a self turned rope to do a different kind of jumping skill.

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