Name/Title: Quidditch (Harry Potter Style!)

Purpose of Event: To work on the chasing and fleeing skills in a game that is similar to the one played in the movie/book.

Prerequisites: The ability to move safely in general space, change speeds/pathways, and throw for accuracy, offensive and defensive tactics.
It's a good idea if the students have either read, been to the movie or at least have heard about the Harry Potter game.

Suggested Grade Level: 4-5

Materials Needed:
1 Nerf Soccer Ball (Quaffle)
4-8 Gator Skin Balls (Bludger)
1 Bouncy ball or Z ball (Snitch)
3-6 Hula Hoops (goals)
2 different colored pinnies for each team/player
1 different colored pinnie for the seeker on each team (they should stand out from their teammates)

Description of Idea

To begin the class I explain how in the movie, Harry and his classmates used brooms and flew high above the sky to play the game. We are going to bring the game down to earth. I would like to have used brooms in my game, however, I do not have them, so we left them out.

Rules:

1. To begin the game, players are assigned their positions.

    a. Seeker-this is one to two people (depending upon your class size), who when the "Snitch" is released, tries to get it and score 150 points for their team.
    b. Chaser-there are 3-4 Chasers per team. They are the players who use the "Quaffle" and throw it through one of the hoops and score 10 points for their team.

    c. "Beater" (or taggers)-there are 3-4 Beaters per team. These are the players that use the Bludger and try to tag Chasers and the Seeker out. The Beaters play a defensive strategy.

2. The game begins with a Chaser from each team standing in the center circle (like a jump ball in basketball). The Quaffle (soccer ball) is tossed into the air and the center Chaser's try to hit

the Quaffle to another player on their own team. They may not catch their own tip.

3. The Seeker and Beaters are positioned on their side of the playing area awaiting the tip.

4. The Chaser can continue to run with the Quaffle until tagged with a Bludger. Once tagged, they must stop moving and pass the Quaffle to another teammate.

5. Seekers and Beaters never handle the Quaffle, only Chasers. Chasers are the only players that can score 10 points for their team by throwing it through one of the 3 hoops (hanging from a basketball net/apparatus)at the end of their playing area (similar to a goal in football).

6. If the Quaffle is dropped, the other team gets possession. If a goal is scored, players return to the center for a new tip off.

7. At some point in the game, the referee (teacher) will release the Snitch. This is when the Seekers come into play. They are the only players that can go for the Snitch.

8. Beaters can try to stop the Seeker by tagging them with a Bludger. If a Seeker gets tagged must change positions and exchange their pinnie with a teammate.

9. The Snitch needs to be moving as much as possible. If it stops rolling or bouncing without being picked up it goes back to the referee.

10. The first team's Seeker to get the Snitch gets 20 points for their team (different from the book). The game continues until one team gets 150 points.

Variations:

Use one boy and one girl from each team to be the Seeker. When the referee releases the Snitch, the ref will call "boy! or "girl!". This means that only the boy or girl Seeker may go after the Snitch.

Use only one set of hula hoops hanging at one end of your gym. Then the rule is that after a team takes a shot at the goal, if it's not made, the Quaffle must be passed back to midline before another shot can be taken at the goal.

3. Have 1 blocker be allowed in front of their goal.

4. Vary the type of Snitch thrown out onto the playing area. For example, one time throw the bouncy ball, the next time throw a Z ball.

5. Allow a chaser to take only 5 steps with the Quaffle. After 5 steps they must pass the ball to a teammate.

6. Use brooms! The Quaffle must be passed around using a broom and sweep the ball into the goal!

Teaching Suggestions:

Because neither the book or the movie explain all the rules, students should be given an opportunity to suggest modifications for improvement to the game. Allow time for debriefing during the game or immediately after.

Submitted by **Jodi Palmer** who teaches at Windermere Elementary School in Columbus, OH. Thanks for contributing to PE Central! **Posted on PEC: 3/6/2018**.

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