

Name/Title: Football Bingo

Purpose of Event: To help develop the football skills of passing, hiking, catching, and dodging.

Prerequisites: Practice football skills: pass, hike, catch, dodge, carry. Review the game "Bingo"

Suggested Grade Level: 6-8

Materials Needed: 10-14 hula hoops, 10-14 footballs (soft ones are best), Jerseys for partners, optional, 8-10 cones to designate outside play area

Description of Idea

1. SET-UP: Hoops are scattered about the play area with 1 football in each hoop; partners (seated) by their hula hoop.

*Size of play area may vary, depending on age, size, and ability of the group.

2. Gather the students in a group and review the game "Bingo".

3. On signal (to begin), all players move around the play area, grabbing footballs (one at a time) from other hoops (not their own) and return it to their own hoop. The ball should be carried properly; tucked under the arm. Players are not allowed to "guard" the football(s) in their hoop.

First team to get 3 (or 4 if you wish for the game to last longer) footballs in their hoop yell "Bingo" and game is over.

Variations:

a. "Pass and Catch Bingo" - 1 partner stays in the hoop as the receiver. The other partner is the quarterback, who runs around the playing area to get a football. The ball is passed back to their partner (the receiver). If the ball is caught by the receiver, who must have 1 foot in the hoop, they get to keep the ball in their hoop. If the ball is not caught, they must put it back from the hula hoop they took it from, then continue until 3 balls are caught and placed in their hoop.

b. "Pass and Catch Bingo" - partners switch places.

c. "Hike It Bingo" - hoops are still in the play area. Spots are placed randomly around the outside boundary. Partners keep their hoop as their "home", but game begins with partners and 1 football on one of the spots. On signal to begin, 1 partner hikes the ball to their quarterback. The hiker runs to their hoop and tries to catch the pass. If they catch it, they keep the ball in their hoop. If not, they can go to anyone else's hoop, take a ball, race back to their starting spot, and begin again with the hike. Each time, they must remember to switch "jobs."

d. "Tag 'em Bingo" - Choose any of the above variations and add tagging. Any player with a ball who is tagged must give the tagger the ball, who puts the ball in their hoop.

e. Each team can score a given number of points for each football placed in their hula hoop, even if it is taken again by another team.

Assessment Ideas:

Observe proper form for hiking and passing.

Ask the group questions about the game to identify their understanding of how the game is played.

Teaching Suggestions:

Use different colored balls to better help identify which ball is going to which partner.

Use different colored hula hoops indicating the different "home bases".

Set-up guidelines for safety concerns with the students ahead of time.

Ask the children for ideas to make up a new game; this would demonstrate understanding.

Submitted by **Jo Morrison** who teaches at Sheridan School in Bloomington, IL. Thanks for contributing to PE Central! **Posted on PEC: 8/24/2004.**

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