

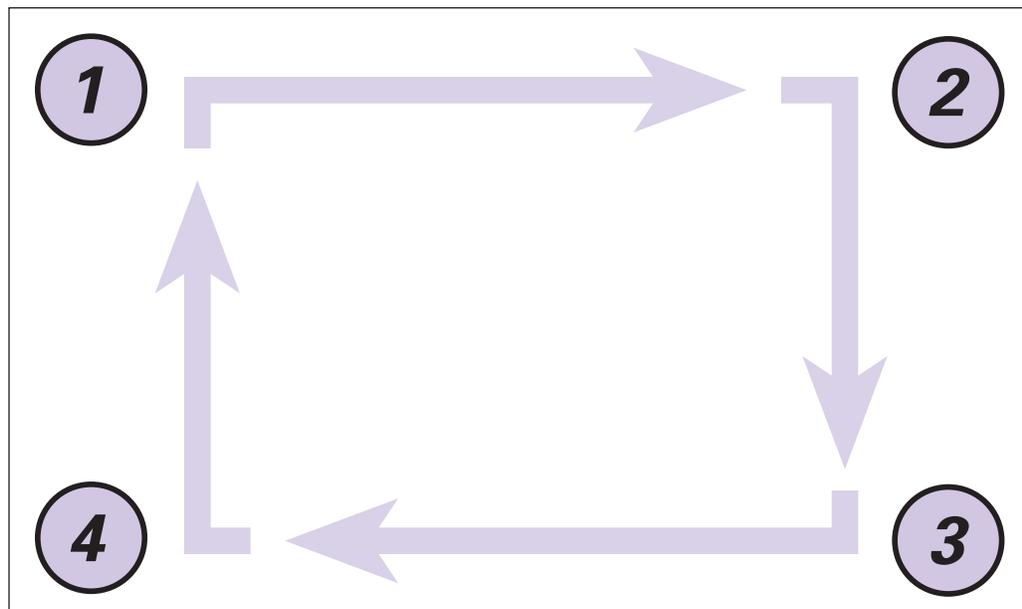


SKATE GAMES **FOUR CORNERS**

INSTRUCTIONS

Establish corner numbers in the gym area where you will play the game. (see diagram below.) Write the numbers 1-4 on separate small pieces of paper or objects and put them in a hat or can. To begin the game, have all participants skate in the same direction while music is being played. Stop the music suddenly and have all participants choose a corner and remain there. Once everyone is in a corner, choose a number. All those in the corresponding corner must leave the designated skating area. Continue this until by process of elimination you have a winner.

There is another variation of playing this game which keeps everyone active all the time. Start the game the same way as stated above except now when the music stops and a number is selected the students who are in the corresponding corners will receive a "ticket". Set a time limit for each game then at the end of each game the person with the most "tickets" wins the game.





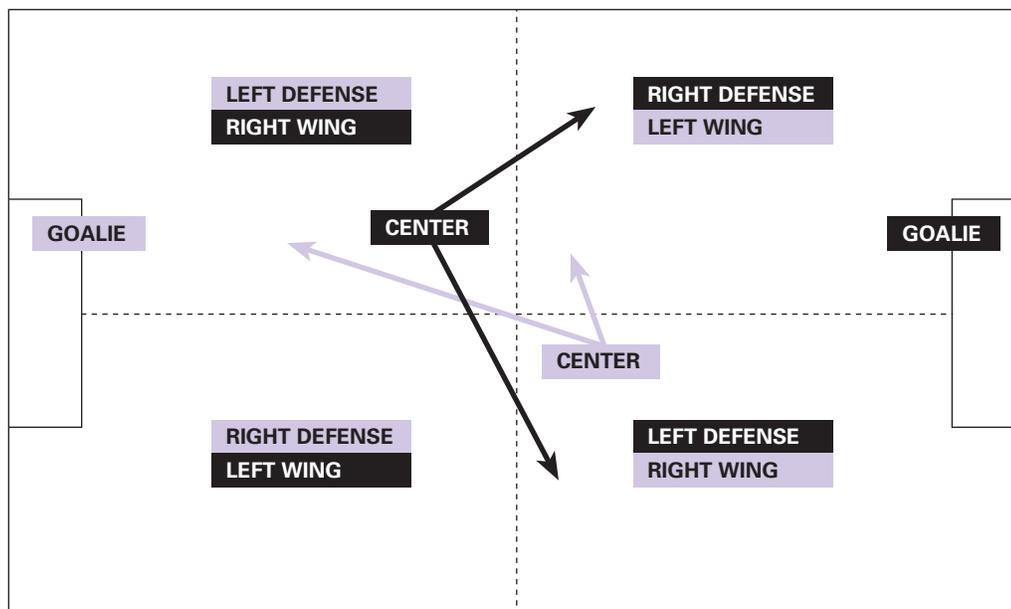
SKATE GAMES

4 – CORNER HOCKEY

INSTRUCTIONS

This is a game that is set up very similar to regulation Ice Hockey. The format of this game will allow your students to learn proper positioning while learning other important skills such as stick handling, passing and shooting, not to mention the life-time skill of skating.

- 1 Choose teams according to the number of students in each class. (5 – 6 students per team would be preferred.) This obviously can change due the facilities you have available and/or the number of students in each class.
- 2 Have students from each team choose the position they would like to play then explain to them how they need to stay in the designated area of their position, for example, The right wing needs to stay in the right quadrant of their offensive zone. The only player that is allowed to move anywhere around the floor is the Center. The Center from each team may skate in any of the 4 quadrants, thus, forcing the play of the game. (See Diagram Below)





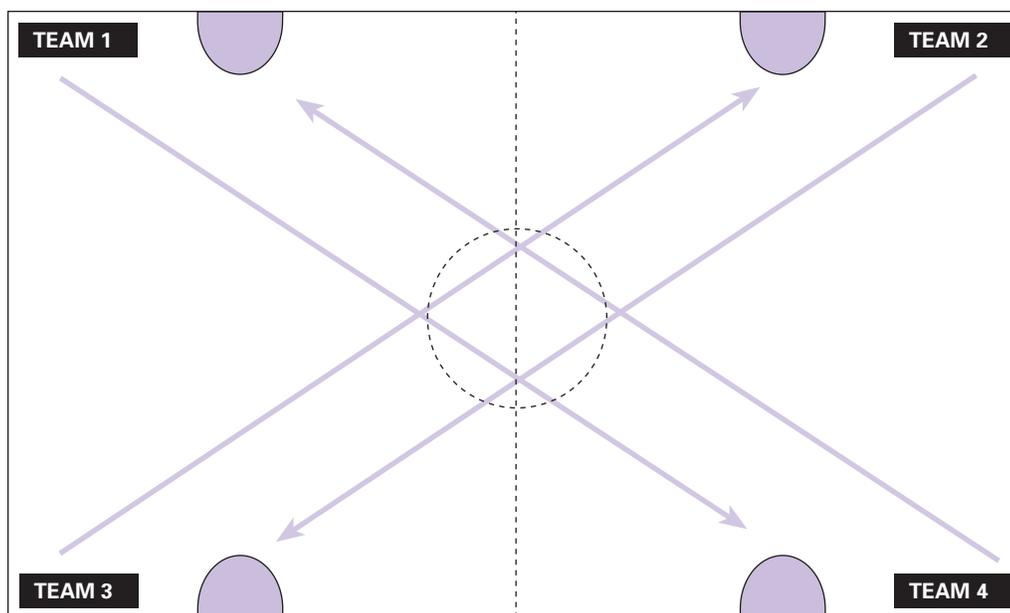
SKATE GAMES

4 – CORNER BASKETBALL

INSTRUCTIONS

This basketball activity is a lot of fun to integrate with skating. It allows the students to improve their basketball and skating skills together at one time. It is a great exercise to enhance the student's overall balance and coordination.

- 1 Divide class evenly into 4 teams. (This may vary due to the facilities you have available and/or the number of students participating.)
- 2 Each team will shoot at the basket that is located diagonally across the gym. (See Diagram Below)
- 3 Each team should have equal distance to travel to make a basket. (Note: A recommended starting spot for each of the 4 teams would be at the corners of the sidelines and endlines of a regulation size basketball court)
- 4 Each team has one basketball and only 1 person from a team participates at a time. (I.E. – 4 teams = 4 players competing against each other.)
- 5 The objective of this game is to skate diagonally across the gym floor and be the first person to make a basket in the designated hoop. Whoever makes the 1st basket receives points for their team (The teacher decides how many points per basket.) As soon as the 1st person makes a basket the other players stop shooting.
- 6 After 1 person makes a basket, the other players stop shooting and everyone brings their basketball back to their team's corner and gives the ball to the next person in line. Then the teacher is ready to start the next group of players.





SKATE GAMES **MEGA HOCKEY**

INSTRUCTIONS

Equipment Needed:

- Each team has different colored vests.
- 10 each of 6 different colored cups, cones or markers at each goal.
- 1 different puck (or pucks numbered 1-6) for each team

Organization:

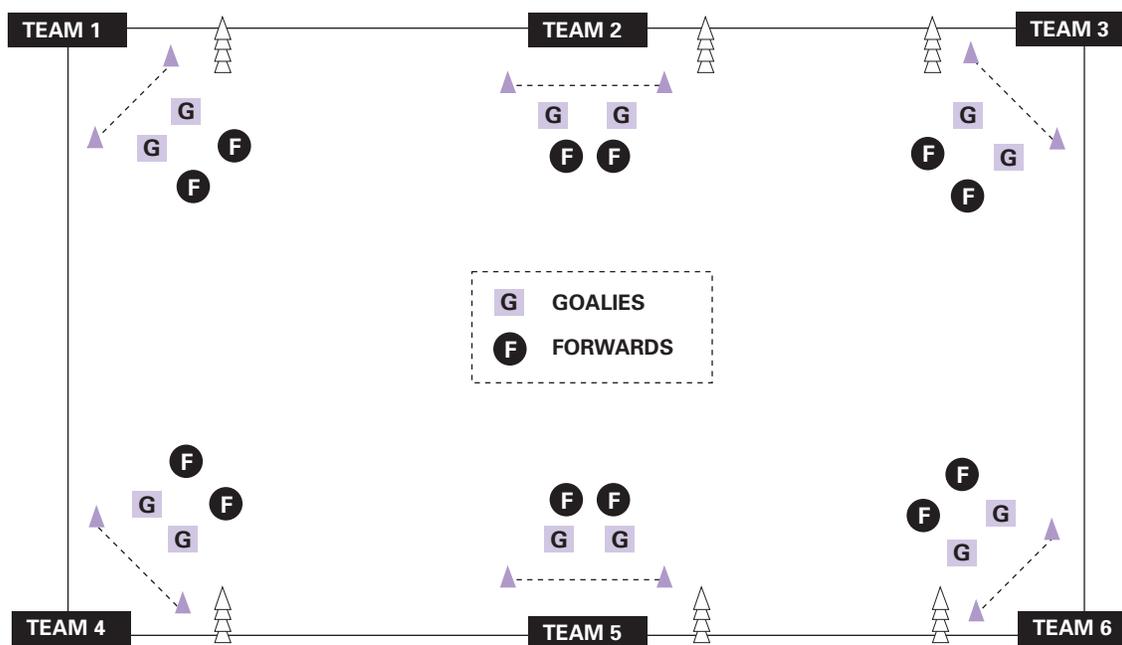
- 6 separate goal areas
- 4 players on a team, 2 as goalies and 2 as forwards

Activity:

- Place a stack of cones next to each goal area
- On the "go" signal, the forwards from each team skate to any other team's goal and try to score a goal.
- If a goal is scored, the forward takes one of the opposing team's cones back to their team's wall and stacks them next to their own colored cones.
- After 3 minutes, change goalies and forwards.
- Play until one team's cones are gone.
- Any puck going behind the goal belongs to the goalie.
- Now forward may enter the "crease" and score.
- Encourage passing and stick handling between teammates.

Variation:

- After scoring a goal, goalies and forwards change places.





SKATE GAMES

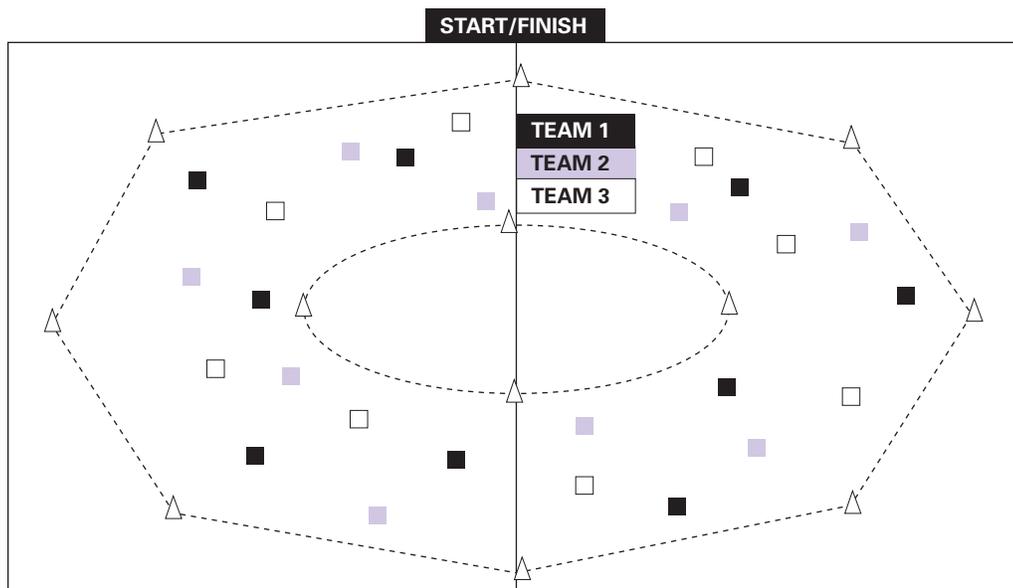
PIZZA BOX RELAY

INSTRUCTIONS

This skating activity works well even if you have high numbers of students in your classroom. It is a relay that keeps all of your students moving so no one is standing around being inactive. Pizza Box Relay is a fast pace game so just like any other game it is important that safety and rules are enforced. The teacher sets the rules and regulations according to the facility they are using. It is recommended to set up a track around the gym using cones. The teacher also designates how many times the box carriers have to skate around the gym.

- 1 Establish teams (Try to even out the teams w/ approximately 5 people per team)
- 2 Give each person on a team a number (i.e. a team of 5 would be numbered 1-5)
- 3 To start the game; the 1st person of each team needs to hold a stack of pizza boxes (at least 5) then stand on the starting line while the rest of the class can be scattered throughout the designated skating area (see diagram below)
- 4 When the teacher signals for the 1st group of pizza box carriers to start they skate around the "track" in the gym along w/ the rest of the skaters (everyone starts skating at the same time.)
- 5 As soon as a box carrier finishes the required number of laps, they need to hand over the pizza boxes to the #2 person on their team. (This exchange needs to be done at the start/finish line.) This continues until each team member completes the required laps.
- 6 The winner is the first team to have all of their players complete the required laps.

Note: If a carrier drops any boxes, they need to stop, pick them up then continue skating





SKATE GAMES

SHOOTING GALLERY

INSTRUCTIONS

The Shooting Gallery is a loosely structured activity where the students skate around the gym in a circle staying out of the center area. When they skate on the side where the mats are set up, they need to skate behind the mats so they're not interfering with someone throwing a ball at one of the cones. The object of the game is to retrieve a loose ball from somewhere in the gym then continue skating around to the opposite side of the mats. Once in position across from the mats the students will throw balls at the cones sitting on top of the mats. (See diagram below)

After all of the cones are knocked off the mats have all of the students stop skating and have a few volunteers help set the cones back up.

