

Wild, Wacky and Wonderful

IDEAS TO PLAY WITH

50 GAMES WITH 50 TENNIS BALLS



Please share your ideas with us.

Weird, Wacky and Wonderful – Ideas to Play With is now a regular feature of the *PHE Journal*. If you have ideas that you think should be published, please send them to the Editor at info@cahperd.ca.

By John Byl

*The following games come from
"50 Games With 50 Tennis Balls" (CIRA Ontario).
To order copies, visit www.excelway.ca*

Four Corner Soccer

Equipment: 50 or more tennis balls, four benches (as goals)

Main Objective: To allow as few goals as possible

Description:

- Create four teams. Each team defends a corner goal, which is identified with a bench turned on its side and a taped goal crease for the goalies (ends of the goal which are approximately five paces out). Only the goalie is permitted in this area.
- Throw out all the tennis balls. Players kick the balls trying to score on any goal. If players hit a bench, they may take that ball and put it behind the bench.
- Play continues until a designated time is reached or until all the balls are gone. The team with the least amount of balls behind its bench is the winner.



Beat the Leader

Equipment: Tennis balls, a large plastic container

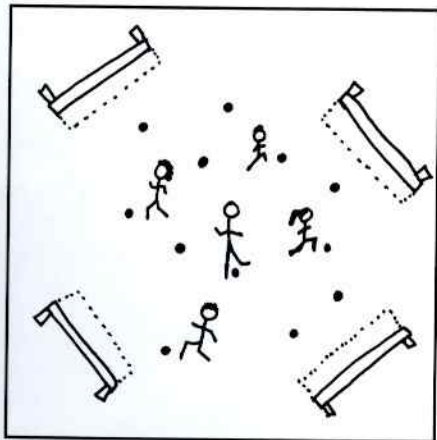
Main Objective: To fill the container.

Description:

- Place a lot of tennis balls inside a large plastic container.
- The instructor in the middle is it and must try to empty the container by throwing out all the balls one by one.
- The rest of the players try to make sure the tennis balls get back inside the container before the container empties.

Variations:

- Increase or decrease the number of balls.
- Add equipment such as gator balls, frisbees, or bean bags.



Mad Scramble Toss

Equipment: Numbered tennis balls

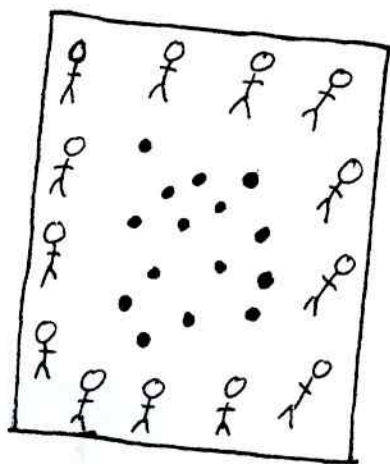
Main Objective: Retrieve the ball that has your number.

Description:

- Each player is assigned a number.
- The instructor has a box with numbered tennis balls.
- Toss out the balls.
- On the signal, players run to retrieve their numbered ball and return to a designated spot.

Variations:

- Each time a player picks up a ball, he calls out the number.
- Play as a team. The team works together and is finished when all players have found their ball.



Silent Line Up

Equipment: 50 numbered balls

Main Objective: To line up in order as quickly as possible.

Description:

- Designate a line.
- Toss balls into playing area.
- Players get a tennis ball.
- Players line up without talking in numerical order and jog in place.

Variations:

- **Running silent line up:** Designate a badminton or volleyball court. Instead of retrieving a ball and standing in a line, the players jog around the outside edge of the court while trying to retrieve a ball and then get into numerical order.
- **Neighbours:** Players pick up two balls (Numbers 1 and 2) and stand beside the neighbouring numbers (Numbers 3 and 4)
- **Crossing neighbours:** Players pick up two balls (ie numbers 2 and 5; and numbers 4 and 7) and alternate arms with their neighbours.



Neighbours



Crossing Neighbours

Load 'em Up

Equipment: 50-100 tennis balls, one bucket per team

Main Objective: To load up a teammate with as many balls as possible.

Description:

- Create teams of 4-6 players. Each team designates a holder. Teams line up in a gym or field as in the diagram.
- Give each team a bucket with 15-20 tennis balls. On a signal, the first player 'x' takes the ball to 'y' and returns to their team. The second player follows and the game continues until 'y' is holding all the balls or until one ball is dropped.
- The team that is able to have its holder support the most balls is the winner. The holder cannot use pockets, clothing or any other method to hold the tennis balls.

Variations:

- If the holder has all the balls, she must make her way back to her team without dropping any balls.

