

Go for the Gold

Events

-Bobsled (Team)

-Skelton (Individual)

-Skiing (Individual)

-Speed Skate (Individual or Relay)

-Cup Stacking (Relay 3-6-3,6-6,1-10-1,3-6-3)

***Curling (Team)

**Hockey

**Biathlon

Create your Country

-Name

-Flag

-National Anthem

Country with most Golds Wins

Most total medals Wins

Go For the Gold



New Take



New World

New Games

Benji Ball

Dot Ball 360

[Dot ball rules](#)

Rally Hoops

[Rally Rules](#)

World Games



World Games

Brazil (Luta de Galo)

Ethiopia (Korbo)

Croatia (Brusim Brusim Skarice)

New Zealand (Ki-o-Rahi)

Switzerland (Tchoukball)

Chicken Tag

From: Brazil (Luta de Galo)

Equipment: Flag belt or scarves

How to Play:

Goal to pull as many flag belts as possible

Must hop on 1 foot, can rest during game but can't pull flags

If flag is pulled do an activity outside playing area and return to the game

Roll & Throw

From: Ethiopia (Korbo)

Equipment: Balls, bean bags, hula hoops

How to Play:

2 teams split in half 4 sides (Team 1 throws Team 2 rolls and then switch)

Team 2 tries to roll the hula hoop across to their teammate

Team 1 tries to throw a ball or object through a hula hoop or stop the hula hoop with their throw. After each teammate has a chance to throw the teams switch positions.

1 point=object goes through hula hoop

2 points=object hits and stops the hula hoop

Tree Tag

From: Croatia (Brusim Brusim Skarice)

Equipment: Spots Noodles

How to Play:

Set a number of students to start out being trees (students stand on spots with arms out wide)

Taggers try and tag others with the noodles

If tagged student does an activity (example 5 jumping Jacks and becomes the new tagger)

Students can grab onto branches in order to be safe from getting tagged, however only 1 person may hold onto a tree at a time once a 2nd person grabs a tree branch the 1st person must leave their position.

Defender

From: New Zealand (Ki-o-Rahi)

Equipment: pins, hula hoop, ball, jerseys

How to Play: Students will be in groups of 4-6, with a ball (ki), 4 bowling pins (pou, tupu), hula hoop

- Half (or fewer) students will be defenders, while the remaining students will be on offense
- The goal is to be on defense, as long as possible
- One bowling pin (tupu) will be placed in the center of the hula hoop
- No one allowed inside the hoop
- Other 3 bowling pins (pou) will be spread out
- The defenders will try and prevent these pins from being knocked over by tagging the person with ball or intercepting a pass (one defender is responsible for defending the tupu (center pin), while the other defenders are trying to tag and intercept passes.
- Offense passes the ball and moves around trying to knock over the pou (outside bowling pins)
- Can run with the ball or pass to a teammate
- If tagged with the ball, you must pass to a teammate
- If intercepted, the outside pins must all be put back up (start over)
- Once all 3 outside pins have been knocked over, the offense can begin trying to pass/move the ball around and then shooting at the center bowling pin.
- Once the offense scores, switch from offense/defense and vice versa.

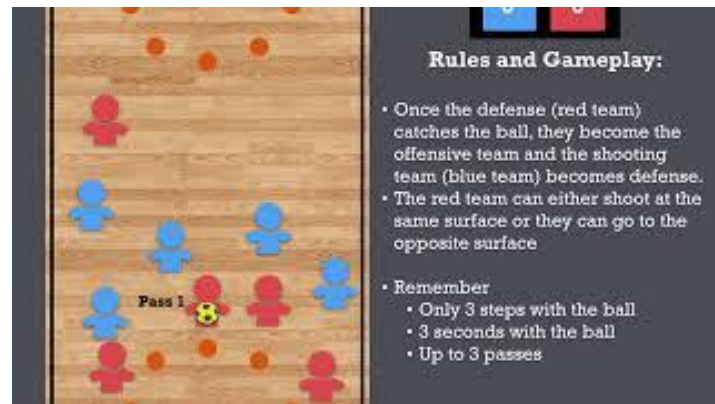
Tchoukball

From: Tchoukball from Switzerland

Equipment: spots, ball, rebound nets, jerseys

How to Play: Videon from Carrie Lehocky

Game can be modified to be played with many different grade levels, Lead up games should be played first to get students used to throwing ball off the rebound net.



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Thanks and reach out if you have any questions

Thanks again for attending