



Game Time Activity Kit[™]

By: GLC

30 INTERACTIVE GAMES DESIGNED FOR GRADES K-6

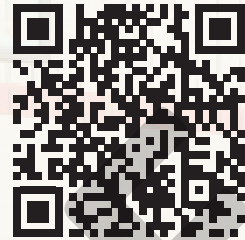


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Land on the Moon Game

Scan to watch video tutorial!

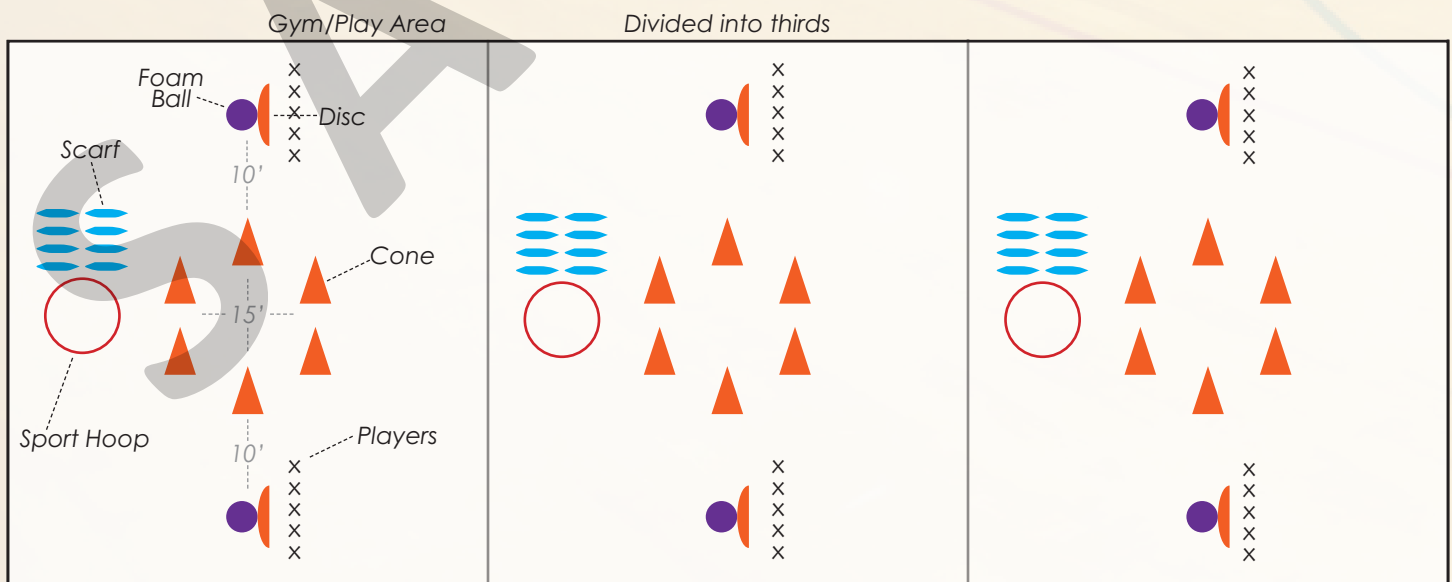


Equipment Needed:

- ☐ 18 Cones
- ☐ 6 Discs
- ☐ 6 Foam Balls (needed for version #1)
- ☐ 24 Scarves (needed for version #1 and #2)
- ☐ 3 Sport Hoops (needed for version #1 and #2)
- ☐ 6 Tennis Balls (needed for version #2 and #3)

Game Setup:

- Divide the gym/playing area into thirds, creating three play areas with one moon in the middle of each. Create a moon 15 feet in diameter by placing six cones in a circle.
- Place one disc on each side of the moon, approximately 10 feet away.
- Place one foam ball on top of each disc.
- Place a sport hoop outside of the moon, between the two discs.
- Place eight scarves next to the sport hoop.



Land on the Moon Game

How to Play:

- The goal of the game is to land your "spacecraft", which is your ball on the moon.
- Each team has two balls (spacecraft). Divide each team in half, with one half behind one foam ball and the other half behind the other foam ball. One player from each side of the moon rolls a foam ball underhand, aiming to land their "spacecraft" on the moon.
- If the ball stops rolling inside of the circle of cones (moon), the player has successfully landed their spacecraft on the moon. The player will take one scarf (that is outside of the circle) and place scarf in sport hoop, representing one point.
- If the ball hits a cone (moon defender) or if the ball rolls outside of the circle, the player doesn't get a point. The player returns to the starting area and gives the ball to the next person in line.
- Players are only allowed on the moon, if their ball lands on the moon.

Quick Tip:

Take a "halftime" break midway through each game for players to hydrate, staff to provide observations, and potential game reset or restart.

Assigning Teams:

- Divide players into three teams.

Start and Stop Game:

- Staff will blow whistle once to start the game and twice to stop the game.

Different Versions of Land on the Moon Game:

Version #2:

- Game Setup: Same as original version with the only difference being to replace the six foam balls with six tennis balls. Please refer to the previous page for instructions.

Version #3:

- Game Setup: Divide the gym/playing area into thirds, creating three play areas with one moon in the middle of each. Create a moon 15 feet in diameter by placing six cones in a circle.
- The starting area will be identified by a row of six discs at one end of the gym/playing area. On each disc will be a tennis ball.
- All players will be on the one team and the goal is to see how many points can be scored.
- Have six players roll a tennis ball underhand and see which moon their ball can land on. If their ball lands on the moon closest to them it will be worth 10 points, the middle moon 50 points and the far moon 100 points.
- After the ball is rolled, players must retrieve their ball and bring it back to the starting area for the next group of six.
- Help players keep track of the total points scored.

