



## Team Play Ideas

### **Jishaku- Game of Magnetic Action**

- Play with 3 Teams of 3, 4 teams of 2 or individual players.
- One teammate selects the magnet another selects the spot and the third strategically places it.
- This can be an interactive team exercise requiring communication, co-operation and strategy. The unpredictability of Jishaku electrifies any get-together.

### **Super Sports Disks**

- Play with 3 Teams of 3, 4 teams of 2 or individual players.
- All teammates bounce the ball, in the air, back and forth without it touching the ground counting hits or using a time clock.
- The team with the most hits or longest time wins.
- Excitement grows as players shout out the count especially as they are nearing another teams high.



## **Giant Pick-Up Sticks**

- Teammates come together to decide which stick and who will attempt the exciting and delicate removal
- Then teams try to remove each stick in turn without moving any of the others.
- Points are scored for each stick removed, with the different coloured sticks worth different points.

## **PlasmaCar Racing**

- Teams work together to pick driver(s), pit crew and cheering section, excitement rises pre-race and fun and laughter abounds during race.
- Prearranged racetrack or relay-race formats work Great!
- Have as a Yearly event to leave everyone talking and in eager anticipation.

## **Bow & Marshmallow and Marshmallow Blaster**

- Team members add up points shooting marshmallows at various targets (plastic cups, water bottles etc.)
- For an exhilarating and fun twist shoot plastic cups off of teammates or opposing team members heads although remember safety goggles are a good idea if humans are part of the target area.



## Ankle Twirl Ball

- Teams chose one team member, or whole Teams face off against opposition teams for a challenge to see who can keep the twirl ball going without slipping up!
- Once you tire or falter you are out and the last remaining person still twirling wins.

## Giant Chess/Checker Mat

- Checkers - Use people wearing black/white tee-shirts and have black/white hats for Queening or get our Checker Game Pieces.
- Chess - Draw or attach cut-outs of Game Pieces on black/white tee-shirts or get our Chess Game Pieces.
- Race - Six Teams of whatever size choose one member as a racer and the others become the Cheering section/Pit Crew. Number the racers and/or the Mat from 1 to 6 and have racers get in their respective positions in front of the Mat. Each Team (not the racers) will take turns rolling a Giant Die advancing the racers forward depending on which number is rolled. First racer to reach the finish line wins. Keep rolling for Second and Third place finishes if you desire. For an Extra Fun Twist get creative with your racers - make them into horses, reindeers, cars, farm animals or even name them after famous Athletes!

## Up 4 It

- Teams take turns to drop their counters into the frame to try to form a line of 4 and stop the opposing team from doing the same.
- Teams make decisions together and take turns executing, building the tension and excitement.



## Croqkick

- Select one team member, or rotate members, to kick their ball through the hoops and have a BALL competing against up to 4 other Teams.
- Teams compete to kick their coloured soccer balls and reach the winning post first.
- Teams can choose to kick their opponents off course or head straight for the winning post.

## On Target

- On Target uses 3 traditional 'Frisbee' style flying discs and adds skill and competition with a giant target to aim for.
- Players take turns to throw 3 flying discs from a distance, aiming to land them on the large 3 m diameter target mat.
- Points are scored according to which ring your disc lands on. Extra points are scored for landing completely within one of the coloured zones, without touching a dividing line.

### VARIATIONS:

- Add-On the 16 Bean Bag Set to give you four sets of four different color bags. Have up to 4 players, or up to 4 teams of 4, throw bags one by one to incorporate more strategy with blocking and bumping etc.
- Or, together teams throw bags simultaneously in two's, fours, eights, etc. to add fun and excitement. After all bags are thrown, the closest number of bags (you can set the amount or use 4 recommended) to the center count for 1 point each except give



the closest bag 3 points. If the next closest bag(s) is of the same color as the first award 2 points for each same color bag. Eg.1 - If Red bags threw 1,2,3 closest bags out of 4 and Blue bags were the 4th closest; Red bags would score 7 points and Blue bags would get 1 point. Eg.2 - If Red bags are 1,3,4th closest and Blue bags are 2nd closest then Red would score 3 and Blue 1. First team to 21 wins.

- Choose 2 On Target games and Add-On the 16 Bean Bags and you could split teams and have the other half throw the bags back in the other direction thus creating an instant gallery of excited fans/players watching how the bags end up. This could also double the amount of active participants from 16 to 32.

## **Giant Tower**

- Select how many teams and number of players per team.
- Teams remove blocks from lower levels and use these to build the tower as high as possible until it topples. Judges will count the number of blocks used until it falls.
- The team that used the most blocks wins.

Timed Variations: Try these to speed up play and add excitement

**Option 1** - Give the teams a certain amount of time to build the highest Tower without it falling.

**Option 2** - Time how long it takes to add a pre-determined amount of levels without it falling. If every teams tower crumbled before allotted time or height then the team that added the most blocks would win.



## Cannonball Drop

- Play in teams of 2 to 5.
- Teams must strategize, discuss and agree on which stick to remove and then team members rotate turns for removing the stick.
- Another variation is teams choose a team color and then only remove a stick of that colour when it is their turn to play.

## Fun Fly Stick

- Use multiple wands to levitate and pass the shape back and forth the longest time or for points awarded for artistic ability etc. No shortage of laughter and excitement for spectators, judges and participants!!!

