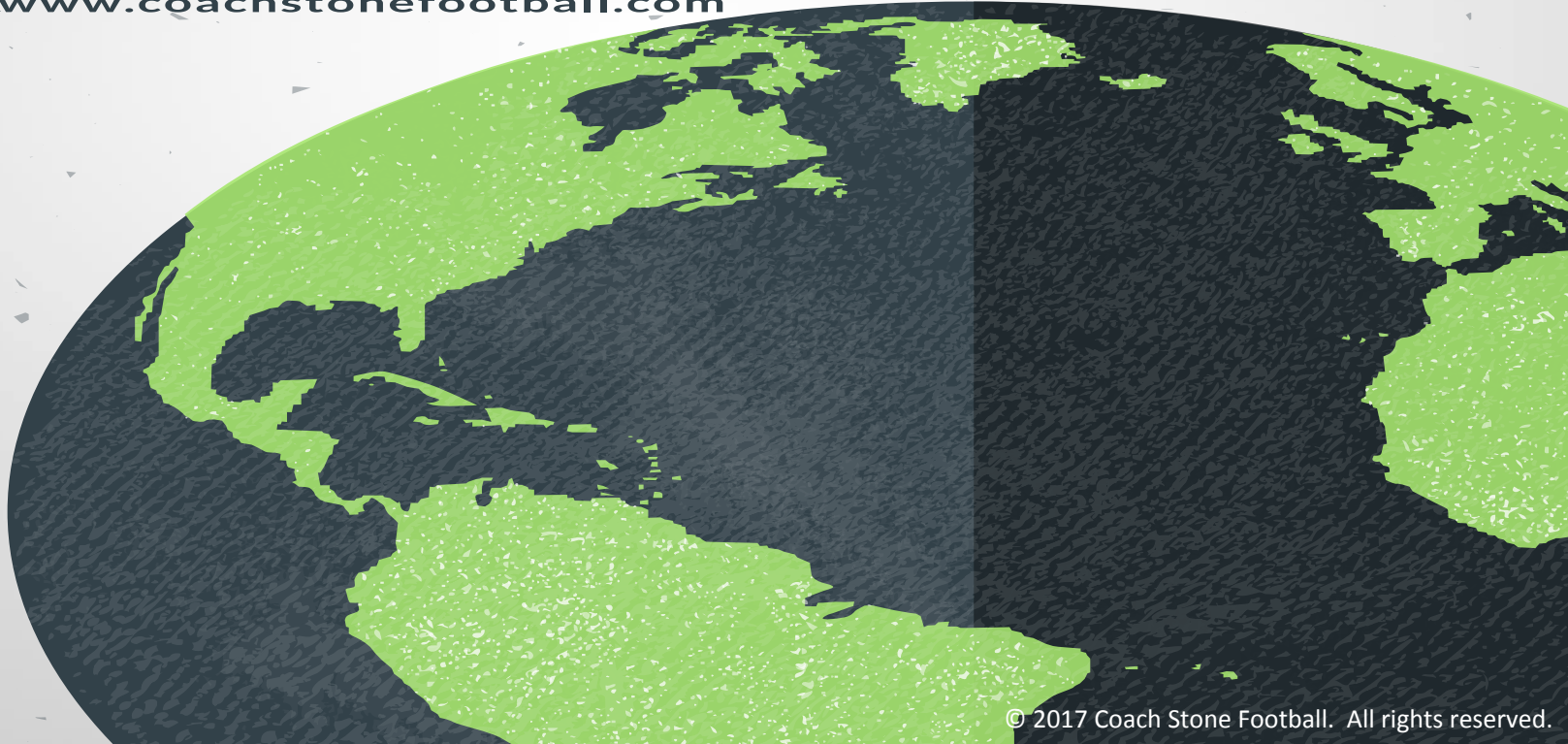


DEFENDER OF THE HABITATS

By Coach Anthony Stone

Email: coachstoneusa@gmail.com

Website: www.coachstonefootball.com



Defender of the Habitats

Set-Up: Can be Play inside the gym but better Outside on a big, open grass field.

Equipment: The Equipment is color specific to go with the corresponding habitats the items represent – **Blue** – Ocean (not a team color), **Yellow** – Desert, **Green** – Forest, **Red** – Tundra, & **Orange** – Grassland:

- Flag Belts and Arm Sleeves for each student that match the color habitat they represent: yellow, green, red, orange. (NOTE: Even number of students on each team – no more than 2 extra students per team.)
- Hula Hoops – 4 blue and 2 of each: yellow, green, red, orange.
- Color Domes – 6 of each color (24 total): yellow, green, red, orange. [This Outlines the Habitat areas]
- Mini Cones – 4 of each color (16 total): yellow, green, red, orange.
- Animal pictures/cards to attach to the respective color Mini Cone – 4 animals from each habitat: Desert, Forest, Tundra, Grassland. (See the next slide for examples.)

Grade Levels: 3rd - 12th

Why I created it/Purpose: This is a strategy game that encourages the students to work together. It teaches students the importance of critical thinking in addition to learning about the world's habitats.

How to Play: On the next screen

Modifications: Instead of having a prison in each habitat the players must do an exercise and then must stay on the island (scattered around the gym), next they must stay on the island for two minutes until the timer goes off. (12 timers would be required)

For more ideas please Email me at Coachstoneusa@gmail.com

Defender of the Habitats – Animal Examples

DESERT	FOREST	TUNDRA	GRASSLAND
Camels	Black Bears	Polar Bears	Groundhogs
Roadrunner	Deer	White Wolves	Prairie Dogs
Desert Bighorn	Monkeys	Caribou	Bobcat
Kangaroo Rat	Moose	Arctic Hare	Badgers
Meerkat	Owls	Snowy Owl	Panthers
Snakes	Wolves	Lemmings	Lions
Lizard	Jaguars	Musk Ox	Hawks
Desert Tortoise	Woodpeckers	Arctic Fox	Coyote




HOW TO PLAY Defender of the Habitats:

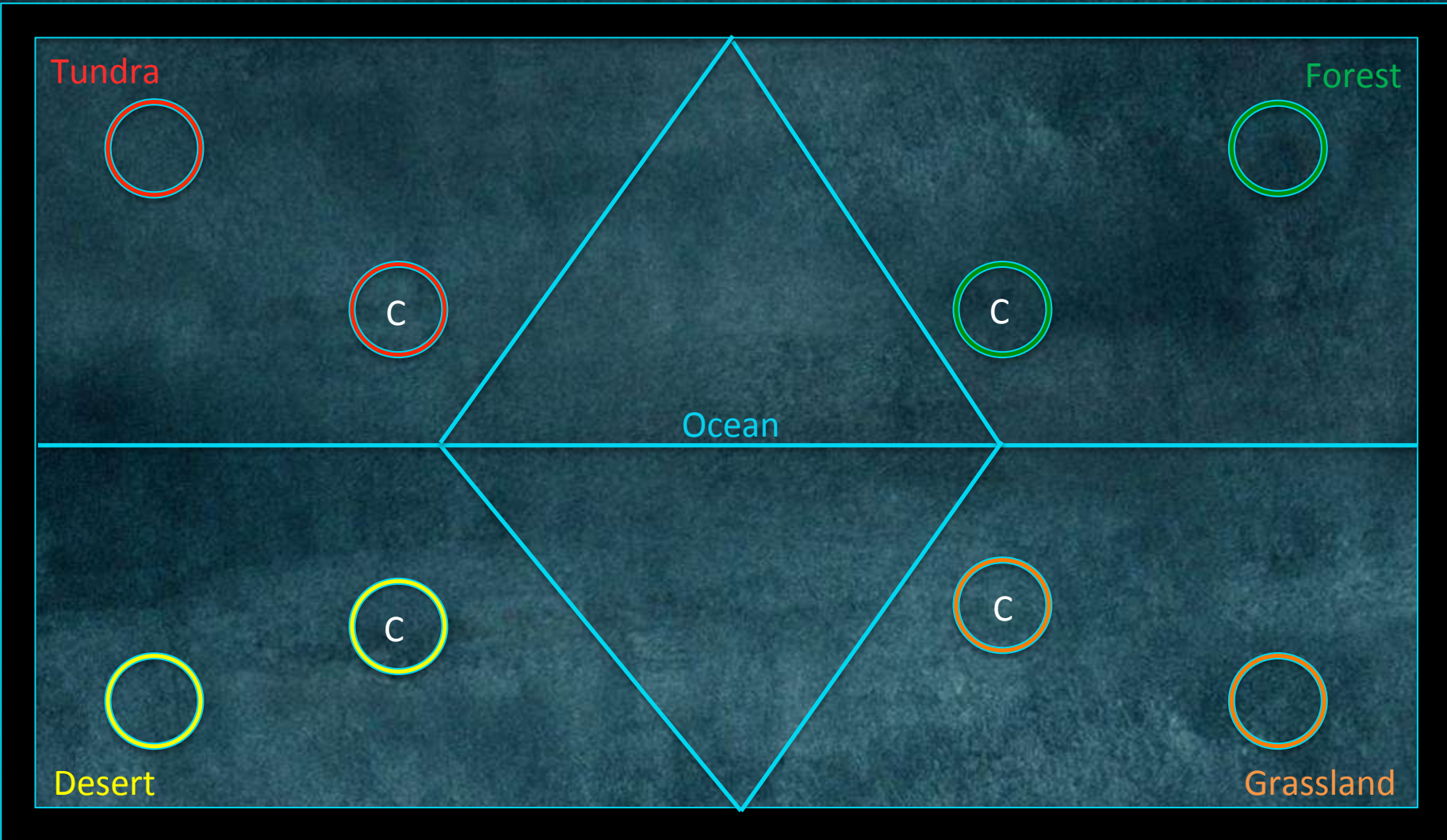
- Start by placing a “set” of four animal cones (ONE from each habitat animal – yellow, green, red, orange – mini cones with animal pictures attached) in the hula hoop located in the back corner of each habitat (Animal cone hoop).
- The object of the game is to be the first group of explorers to safely bring back the other three animal cones to their habitat (remember you start with one of your own). Teams can develop a strategy on whether to guard from other teams that are trying to steal the animal cones or just focus on winning by stealing back their animal cones of the same color.
- All students should wear their colored flag belt and arm sleeves that coordinate with their habitat color and begin in their team’s habitat area.
- On the “start” command, explorers can travel to other habitats to attempt to retrieve their animal cone. Only one animal cone at a time may be brought back. It cannot be thrown, handed off, or passed in any way. If an explorer is caught with the animal cone it goes back to the team where it was taken from.
- Explorers are only safe in their own habitat.
- Explorers can remove flags from visiting Explorers (capture them) and place them in their habitat’s cage (hula-hoop). Visiting explorers can be freed when a teammate gives them a double high-five (they must have their flags on before they are able to be freed).
- Puppy guarding the cage is allowed by as many players as you want, BUT I only allow one person to guard the Animal cone hoop if a team chooses as their team’s strategy.
- The Game is over when a team has all four animal cones of their team color.

COACHING POINTS:

- All students wear their colored Habitat belt and arm sleeves that represent their team's habitat color.
- All teams start out with one animal from each habitat – 4 mini cones with animal pictures attached (Ocean not included).
- Teams are only worried about retrieving their animals – colored mini cones of their team's color.
- Explorers are only safe in their habitat.
- When caught on another habitat the student's flags are taken and they go to the cage until a teammate gives them a double high-five.
- In the ocean habitat anyone can take anyone's flag. If a student is tagged inside the OCEAN Habitat they must do the exercise located inside one of the Hula Hoops – outside the playing area. After the exercises are completed the student can return to their Habitat.
- Animal cones cannot be thrown, handed off, or passed in any way. The person in possession of the cone has to be the one to take it to their habitat.
- Start a new game once a team has all four of their animal cones. Allow for teams to modify their strategy between games.
- Examples of Oceans Exercises: Push-ups, Sit-ups, Grass Hoppers, Mountain Climbers, Jumping Jacks, Stride Jumps, Skiers, Bells, and Planks to just to name a few.

Defender of the Habitats Diagram

 = Hula Hoops
C = Cage



Thank You!

I hope you and all your physical education students enjoy my game of Defender of the Habitats.

Please email me if you have any questions:

Coachstoneusa@gmail.com

Subject: Defender of the Habitats