

# Place (Distribution) Hacky Sack

## Rules



### Pre-Game:

- In random groups of 5-9, practice playing hacky sack for 5 minutes.
- Consider the best body parts to use (except your arm below the elbow and hand).
  - Use your knee, inside of your feet for easier hits (search YouTube for "best hacky sack moves").

### Game Play:

- Form two (2) teams of five (5) players (small classes), two (2) teams of nine (9) (large classes).
- Each team gets in their own circle, within close proximity of the other. **OR** Teams can get in a single circle, and for each turn, only the team playing their turn steps into the inner circle.
- On each team, give one "Channel Role" (i.e. Manufacturer, Agent, Retailer) to each player. There are 5 Consumer channels to use with groups of 5 and 4 additional Industrial channels to use with groups of 9. If the group numbers aren't perfect, a member could have multiple roles. (*Tip: have the students write their role on a sticker name tag so it's easy for the other players to see.*)
- Using one stack of "Channel Cards," randomly pull a channel. This is called a "turn". The players from the same team with the chosen card's distribution channel for each turn have to successfully "pass the hacky sack" in the correct order using any body parts except arms below the elbow and hands.
- If a team successfully passes the hacky sack within three attempts, they get the following points. First attempt = 3 pts., Second attempt = 2 pts., Third attempt = 1 point (note: once 3, 2, or 1 points are scored, that team's turn is over).
- "Channel Cards" are shuffled back randomly into the deck and it becomes the other team's turn (alternate).

### Tips:

- **Manufacturer** and **Customer** are in every play, so choose those players wisely.
- Take your time with each turn. Consider the best body parts to use (except your arm below the elbow and hand).
- Use your knee, inside of your feet for easier hits (look on YouTube for best "moves")

### Post-Game:

- Discuss the challenges of getting the hacky sack through the various channels. Which channels were easier/harder? *Think about other connections that can be made between the game and distribution channels content.*

## Materials:

- Hacky sack
- “Channel Cards” (Make on blank flashcards?)
  - Channel A: Manufacturer      Consumer
  - Channel B: Manufacturer      Retailer      Consumer
  - Channel C: Manufacturer      Wholesaler      Retailer      Consumer
  - Channel D: Manufacturer      Agent      Wholesaler      Retailer      Consumer
  - Channel E: Manufacturer      Agent      Retailers      Consumer
  - Channel F: Manufacturer      Industrial User
  - Channel G: Manufacturer      Industrial Wholesalers      Industrial Users
  - Channel H: Manufacturer      Agent      Industrial Wholesalers      Industrial Users
  - Channel I: Manufacturer      Agent      Industrial Users
- Name badge stickers for the following “Channel Roles”. One of these roles per team.
  - Manufacturer
  - Consumer
  - Retailer
  - Wholesaler
  - Agent
  - Industrial Wholesaler
  - Industrial User
- Prizes