

Jewel of the Nile

GRADES: 3-5

OBJECT OF THE GAME: To make it down the court to deliver treasure w/out being tagged. Scooter skills, Dodging, Throwing

EQUIPMENT: (i.e for 60 kids)

- 20 varied Colored Polyspots (enough to put 3 people at each spot)
- 20 Scooters (1 for each polyspot)
- 12-15 cones (Enough to divide the court in ½ lengthwise)
- 40 -50 Foam Balls
- 4 Laundry Baskets (Hold Treasure)
- 100 Bean bags or other holdable object (Treasure)

SET-UP:

- Place even number of polyspots down each sideline of the court (e/o color different)
- Dump all the foam balls in center court
- Place all four baskets behind endlines (2 on each side)
- Divide class 3 behind each polyspot
- Place one scooter on each Polyspot
- Divide Treasure in ½ and put in 2 of the baskets on same side of court (start side)

DIRECTIONS:

- **3 Positions:**
 - **Person1: Scooter Rider**
 - **Person2: Ball Gatherer**
 - **Person3: Thrower**
- **1st person** from each line picks up scooter and takes it to the start end line on their side of the center cones & picks up a piece of treasure,,, and scoots to opposite end w/out being tagged
 - If Tagged: They must stand up... take scooter back to next person in line.. take treasure back to start basket and they now become the thrower.
 - If NOT Tagged: They put treasure in basket at opposite end (points scored basket) and take scooter back to next person in line on their team and they now become the thrower.
- Meanwhile, **2nd person** is gathering balls for the **3rd person** to throw until the scooter rider comes back--- then players switch positions (1 becomes 2, 2 becomes 3, 3 becomes 1)
- The **3rd person** is throwing balls over the center cones and trying to tag the scooter riders on the OPPOSITE side.
- The Ball Gatherer (P2) can only bring back one ball at a time to the thrower.
- The Thrower (P3) cannot leave his polyspot.
- The scooter riders are out if any moving ball touches them
- Side with most treasure in basket at end wins!