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Read my blog posts: <http://www.gophersport.com/blogauthor/Shannon-Jarvis>

ALL ACTIVITIES ARE K-8th GRADE

Chasing Tails

Equipment:

- ✓ Infinite Flag Belt -- enough for every prayer
- ✓ Drag'N Tails -- one long tail per partners

Activity: Have students gather in partners and spread out in the gym. Each partner should have their own Infinite Flag Belt, and one partner should wear a long flag borrowed from the new game Drag'N Tails by Gopher. Partners are only allowed to move in the small space given and turn on an axis. The partners without the flags try to stomp onto the flag to remove it from their partner's belt. NO HANDS. If the flag comes off that partner takes a turn to wear the flag and vice versa.

Chasing Drag'Ns

Equipment:

- ✓ Drag'N Tails Flags & Belts

Activity: Have all students with a long flag spread out in the gaming area. All other students form a line to wait their turn (line might seem long, but it will move fast as the game progresses). Students with flags are allowed to move anywhere in the gaming area and try to remove each other's flags by stepping on them. Once you loose your tail, pick it up and bring it to the next person in line waiting their turn.

Round Variations:

- Everybody vs. everybody
- Yellow vs. Green
- Boys vs. Girls
- Homeroom vs. Homeroom

Collecting Tails

Equipment:

- ✓ Infinite Flag Belt -- enough for every player
- ✓ Drag'N Tails -- one long tail per player, if possible

Activity: Have all students spread out in the gaming area and their long flag attached. This game is played everybody vs. everybody, no teaming up. The goal is to collect as many tails as possible by detaching other's tails and attaching them to you. If you don't have a tail, that's OK! Keep playing.

May the best Drag'N WIN!

Equipment:

- ✓ Drag'N Tails Flags & Belts
-- Enough for everybody

Activity: *Elimination style game* Everybody has their own long flag and belt. Spread out into the gaming area. NO TEAMS. Everybody vs. Everybody trying to detach one another's tails to eliminate them from the game. May the best Drag'N WIN!

Round Variations:

All girls round
All boys round

Slaying Drag'Ns

Equipment:

- ✓ Drag'N Tails Flags & Belts
-- Enough for everybody -1

Activity: Have all students with a long flag spread out in the gaming area. Choose one student to start without a flag. This student is the Slayer. The Slayer goes around trying to detach the Drag'N Tails. Once a Drag'N loses their tail, they become a Slayer too. Have students pick up their flag off the ground before they join the game as a Slayer for Safety. Play until all Drag'Ns have been slayed.

Drag'N Slayer

****Ideal game for large class sizes where you are limited with your equipment****

Equipment:

- ✓ Drag'N Tails Flags & Belts
-- Enough for half your class

Activity: *Elimination style game* Divide your class into two teams. One team wears the Drag'N Tail belts and flags. The team without the flags are the Slayers and try to eliminate the Drag'Ns by detaching their flags. Once your flag comes off you are out. Play until you have one Drag'N left and switch out the equipment between the teams to play again.

ACTION! Drag'N Tails

Equipment:

- ✓ ACTION! Drag'N Tails by Gopher

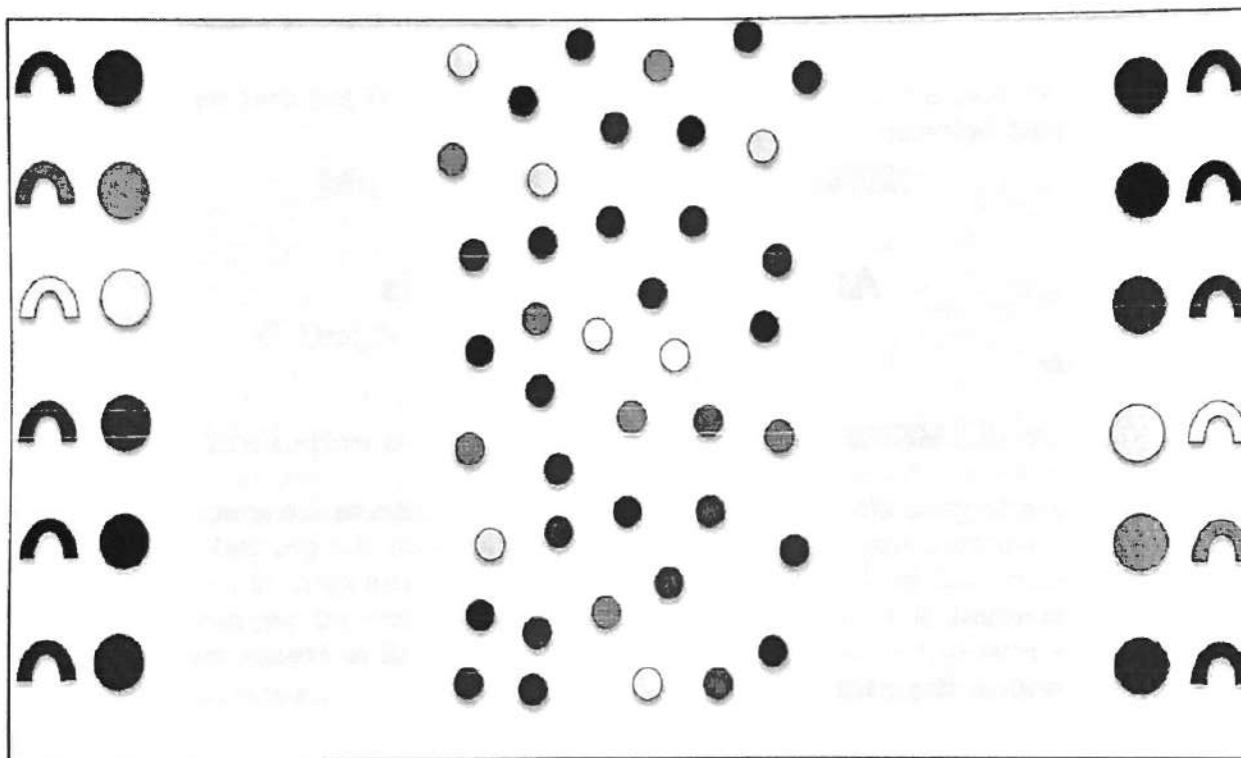
Activity: Divide your class into two teams, a yellow team and a green team. Each player wears a flag belt and long flag that drags on the ground. Teams try to score a foam ball in the goals set up on each end of the gym. If your long flag becomes detached, it's a turnover and the other team gets possession of the ball. Use teamwork by passing the ball. Add another ball to create more movement within the game.

PINdemonium

Equipment:

- ✓ 12 Rainbow colored domes (2 of each color)
- ✓ 12 Rainbow colored foam flyers (2 of each color)
- ✓ 60 Rainbow colored bowling pins (10 of each color)

Gym Set Up:



Activity: Everything is colored coded. Red team plays with the red equipment, etc. Both colors from each side of the gym play together on one team. Students take turns throwing the foam flyer at the pins from the dome. After their turn is over, students run to retrieve the flyer and hand it to the next person in line. The team with the last pin standing is the winning team. If your team has no pins left standing, you're still in the game...keep playing. Your team just can't win the game, but you can still eliminate the other colors.

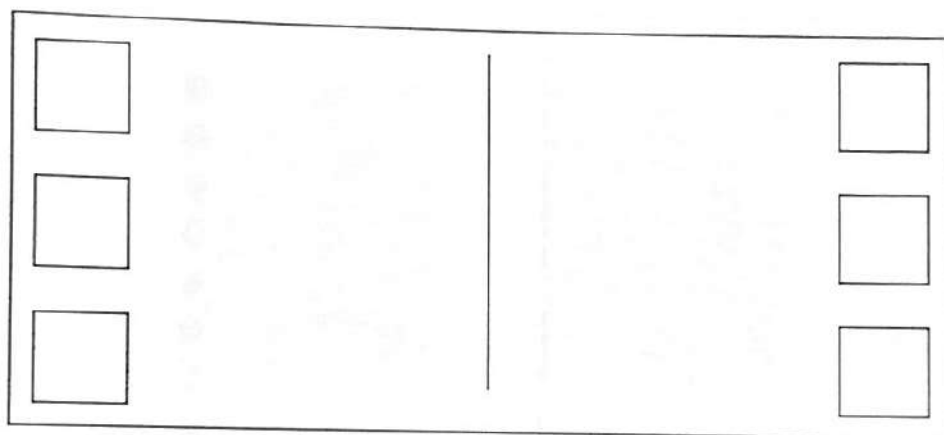
Variation: Be the first team to knock all their pins down to win.

Bowling Pin Relay

Equipment:

- ✓ Rainbow Team Bowling Set
- ✓ Rainbow PinDeck Placement Mats

Gym Set Up



Activity: Each team starts with only one pin placed on their PinDeck mat. Have one student behind the PinDeck mat for each team to catch the ball and bring it to the next person in line, then they go to the end of the team to wait their turn. When it's your turn, you only roll one time, trying to knock down all your teams pins placed on the mat. If all pins are knocked down in one turn, that team can add a pin to their PinDeck mat. Teams must knock down all pin(s) before they can add another pin. For example, one pin on mat needs to be knocked down before adding the second pin...both pins must be knocked down before you can add a third pin and so on. First team to get a Full strike wins.

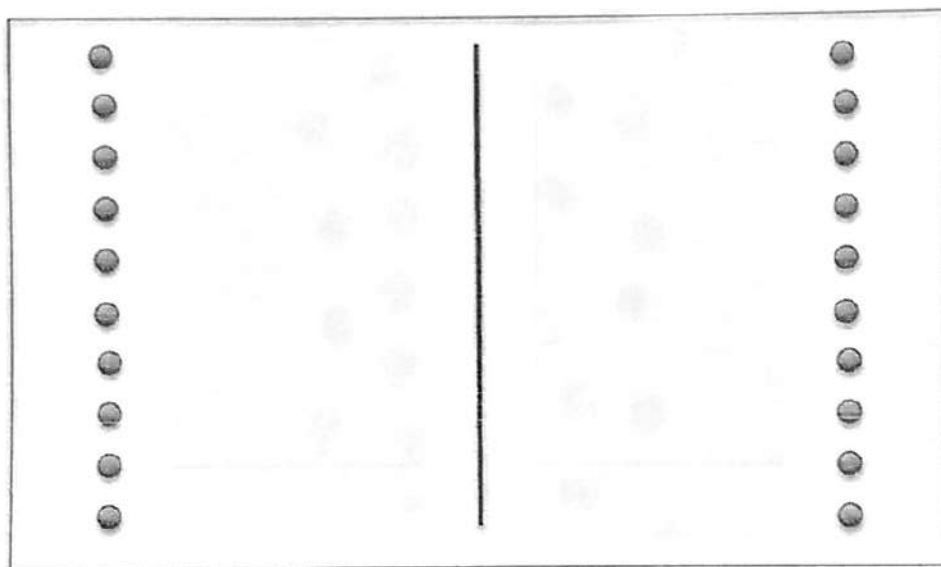
Variation: You can also start with 10 pins placed on the PinDeck Mats and work your way down to 0 pins to win!

King Pin

Equipment:

- ✓ 20 Bowling Pins (Ten for each team)
- ✓ Foam Gator Balls
- ✓ Foam Footballs
- ✓ Jerseys -Enough for one team

Gym Set Up:



Pins set up on each side of the gym about 1.5 feet away from one another
All foam gator balls and foam footballs lined up in the center.
One team wearing jerseys

Activity: Students try to knock down the other team's bowling pins by throwing gator balls at them or taking a risk. To take a risk, you cross over the centerline into the other team's area and knock ONE pin down with your hand. Be careful, if your tagged on their side, you have go to jail. To get out of jail, you have to catch a football thrown from you teammate on your side of the gym. Teammates can also hit the backboard of the basketball goal or another designated item to get all teammates free from jail. First team to knock down all of the other team's pins WINS!

Rule Variations:

- Allow more than one pin knocked down during a risk.
- Allow students to use a ball, as well as their hand when taking a risk.

Check out more of my games at www.peuniverse.com by searching my name