

# muggle games #1

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# Muggle Games Week of July 31st

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**Harry Potter** is a series of [fantasy novels](#) written by British author [J. K. Rowling](#). The novels chronicle the life of a young [wizard](#), [Harry Potter](#), and his friends [Hermione Granger](#) and [Ron Weasley](#), all of whom are students at [Hogwarts School of Witchcraft and Wizardry](#). The main [story arc](#) concerns Harry's struggle against [Lord Voldemort](#), a dark wizard who intends to become immortal, overthrow the wizard governing body known as the [Ministry of Magic](#), and subjugate all wizards and [muggles](#), a reference term that means non-magical people.

Books: [The Philosopher's Stone](#) (1997) [The Chamber of Secrets](#) (1998) [The Prisoner of Azkaban](#) (1999) [The Goblet of Fire](#) (2000) [The Order of the Phoenix](#) (2003) [The Half-Blood Prince](#) (2005) [The Deathly Hallows](#) (2007)

Health related: A series of many genres, including fantasy, drama, coming of age, and the British school story (which includes elements of mystery, thriller, adventure, horror and romance), the world of *Harry Potter* explores numerous themes and includes many cultural meanings and references.<sup>[8]</sup> According to Rowling, the main theme is death.<sup>[9]</sup> Other major themes in the series include prejudice, corruption, and madness.

The central character in the series is [Harry Potter](#), an English boy who lives with his aunt, uncle, and cousin, and who discovers, at the age of eleven, that he is a [wizard](#), though he lives in the ordinary world of non-magical people known as [Muggles](#). The wizarding world exists parallel to the Muggle world, albeit hidden and in secrecy. His magical ability is inborn and children with such abilities are invited to attend exclusive magic schools that teach the necessary skills to succeed in the [wizarding world](#). Harry becomes a student at [Hogwarts](#) School of Witchcraft and Wizardry, a wizarding academy in Scotland and it is here where most of the events in the series take place. As Harry develops through his adolescence, he learns to overcome the problems that face him: magical, social and emotional, including ordinary teenage challenges such as friendships, infatuation, romantic relationships, schoolwork and exams, anxiety, depression, stress, and the greater test of preparing himself for the confrontation, that lies ahead, in wizarding Britain's increasingly-violent second wizarding war.

Source: [https://en.wikipedia.org/wiki/Harry\\_Potter](https://en.wikipedia.org/wiki/Harry_Potter)

Each novel chronicles one year in Harry's life during the period from 1991 to 1998.<sup>1</sup> The books also contain many [flashbacks](#), which are frequently experienced by Harry viewing the memories of other characters in a device called a [Pensieve](#).

The environment Rowling created is intimately connected to reality. The British magical community of the Harry Potter books is inspired by 1990s British culture, European folklore, classical mythology and [alchemy](#), incorporating objects and wildlife such as [magic wands](#), magic plants, potions, spells, flying [broomsticks](#), [centaurs](#), and other magical creatures, the [Deathly Hallows](#), and the [Philosopher's Stone](#), beside others invented by Rowling. While the [fantasy land](#) of [Narnia](#) is an [alternate universe](#) and the [Lord of the Rings' Middle-earth](#) a mythic past, the wizarding world of *Harry Potter* exists in parallel within the real world and contains magical versions of the ordinary elements of everyday life, with the action mostly set in Scotland (Hogwarts), the West Country, Devon, London and Surrey in southeast England. The world only accessible to wizards and magical beings comprises a fragmented collection of overlooked hidden streets, ancient pubs, lonely country manors and secluded castles invisible to the Muggle population.

### The Good Guys:

Harry Potter	Hermione Granger	Ron Weasley	Ginny Weasley	Lily Potter
James (Prongs) Potter	Sirius (Padfoot) Black	Remus (Moony) Lupin	Rubeus Hagrid	Albus Dumbledore
Severus Snape	Arthur Weasley	Molly Weasley	Charlie Weasley	Bill Weasley
Percy Weasley	Fred Weasley	George Weasley	Amos Diggory	Cedric Diggory
Sybill Trelawney	Horace Slughorn	Pomona Sprout	Firenze	Minerva McGonagall
Xenophilius Lovegood	Parvati Patil	Lavendar Brown	Alastor "Mad-Eye" Moody	
Neville Longbottom	Luna Lovegood	Kingsley Shacklebolt	Fleur Isabelle Delacour	
Mundungus Fletcher	Arabella Figg	Aberforth Dumbledore	Filius Filtwick	Poppy Pomfrey
Charity Burge	Cuthbert Binns	Aurora Sinistra	Irma Prince	Rolanda Hooch
Wihelmia Grubbly Plank				

Other Hogwarts Staff who have been evil due to hooked up with Ministry or Voldemort:

Argus Filch                      Quirinus Quirrell (clueless Evil Helper)                      Gilderoy Lockhart (clueless evil helper)

Hogwarts Ghosts:	The Bloody Baron	The Fat Friar	The Grey Lady	Nearly Headless Nick
Hogwarts Founders:	Godric Gryffindor	Helga Hufflepuff	Rowena Ravenclaw	Salazar Slytherin
House Elves:	Dobby	Winky	Hokey	Kreacher

Muggles: Dursley

Enemies due to being clueless of Voldemort's existence or prejudice within Ministry of Magic:

Dolores Umbridge              Barty Crouch, Sr              Cornelius Oswald Fudge

### • The Bad Guys:

Lord Voldemort (Tom Marvolo Riddle)	&	His followers: Death Eaters	Nagini (Voldemort's snake)
Peter (Wormtail) Pettigrew	Fenrir Greyback	Antonin Dolohov	Bellatrix Lestrange
Narcissa Malfoy	Draco Malfoy	Lucius Malfoy	Barty Crouch, Jr
Alecto Carrow	Amicus Carrow	Igor Karkaroff	Augustus Rookwood
Severus Snape * (undercover)	Corban Yaxley		

Source: [https://en.wikipedia.org/wiki/Harry\\_Potter](https://en.wikipedia.org/wiki/Harry_Potter)



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# Harry Potter

## The 4 Houses

The four House dormitories have secret entrances, generally known only to members of that house and require a password (Gryffindor & Slytherin), riddle answer (Ravenclaw) or ritual (Hufflepuff) in order to gain entrance.

**Rowena Ravenclaw** was a witch noted for her cleverness and creativity, and was described by as beautiful.. Ravenclaw devised the ever-changing floor plans and moving staircases in the Hogwarts castle, and coined the proverb "Wit beyond measure is man's greatest treasure." Ravenclaw is described by the Sorting Hat as having selected students according to intelligence and wisdom. "Rowena Ravenclaw was the most brilliant witch of her time, though legend has it that a broken heart—cause unknown—contributed to her early demise."

Harry learns that an artifact of Ravenclaw's became a Horcrux: her lost diadem, which granted enhanced wisdom to its wearer.

**Godric Gryffindor** hailed from a moor that is now known as Godric's Hollow, a small West Country village. Gryffindor is said to have praised courage, determination, and strength of heart above all other qualities. He also was the most in favour of allowing Muggle-borns into the school

His known relics are a goblin-made sword adorned with rubies and the Sorting Hat. The two items share a particular bond: whenever a "true and worthy Gryffindor" needs it, the Sword will allow itself to be pulled out of the hat. Both relics play an important part in the saga. The sword was used to destroy a Horcrux.



**Helga Hufflepuff** came from a broad valley. The Sorting Hat describes her as "good Hufflepuff" or "sweet Hufflepuff". She favoured loyalty, honesty, and dedication, and considered those that are hard workers almost always most worthy of admission.

One relic of Hufflepuff, a small golden cup emblazoned with her symbol of a badger, is passed down to her distant descendant, Hepzibah Smith. This cup is stolen by Riddle (later Voldemort) and made into a Horcrux. The Hufflepuff Cup was destroyed by Hermione who stabbed it with a basilisk fang in *Deathly Hallows*.

### Head Professors:

**Filius Flitwick**—Ravenclaw House

**Minerva McGonagall**—Gryffindor House

**Pomona Sprout**—Hufflepuff House

**Severus Snape**—Slytherin House

**Salazar Slytherin** is described as power hungry by the Sorting Hat, and was known as "shrewd Slytherin from fen". Salazar Slytherin was one of the first recorded Parselmouths, an accomplished Legilimens, and a notorious champion of pure-blood supremacy." The qualities that Slytherin prized in his handpicked students included his own rare ability to speak Parseltongue, resourcefulness, and determination. He also selected his students according to cunning, ambition, and blood purity. Slytherin was responsible for the construction of the Chamber of Secrets. This chamber contained a magical creature, the Basilisk, susceptible to control by his Parselmouth descendants and left there to purge the school of all Muggle-borns.

Salazar Slytherin's locket, passed down to his family, was turned into a Horcrux by his descendent Voldemort and destroyed by Ron in *Deathly Hallows*.



# Harry Potter Muggle Games—House Points Board

				
Free the House Elf				
Magical Creature Rescue				
Hogwart's Letter Day				
Quaffle Throw				
Capture the Dragon's Egg				
Steal the Dragon's Egg				
Muggle Quidditch Game				
McGonagall's Which's Hat				
Sorting Hat Quiz				
Broomstick Race				
Snitch Launcher				
Snitch Catch				
Magic Wand Challenge				
Gringott's Bank Heist				
<b>Total House Points Page 1</b>				

# Harry Potter Muggle Games—House Points Board

				
Dragon's Tail				
Tri-Wizard Race				
Dumbledore's Army in Training				
Expecto Pertonum				
Maurader's Map Challenge				
STEM challenge				
STEM challenge				
STEM challenge				
STEM challenge				
<b>Total House Points Page 1 .</b>				
<b>Total House Points Page 2 .</b>				
<b>Total House Points</b>				













# Dumbledore's Army - In Training Obstacle Course

<b>Purpose</b>	To learn and practice magical methods of self-defense Resistance against Death Eater activities in Hogwarts
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## Members

Harry Potter  
 Hermione Granger  
 Ronald Weasley  
 Hannah Abbott  
 Katie Bell  
 Susan Bones  
 Terry Boot  
 Lavender Brown  
 Cho Chang  
 Michael Corner  
 Colin & Dennis Creevey  
 Marietta Edgecombe  
 Justin Finch-Fletchley  
 Seamus Finnigan  
 Anthony Goldstein  
 Angelina Johnson  
 Lee Jordan  
 Neville Longbottom  
 Luna Lovegood  
 Ernie Macmillan  
 Padma Patil  
 Parvati Patil  
 Zacharias Smith  
 Alicia Spinnet  
 Dean Thomas  
 Fred Weasley  
 George Weasley  
 Ginny Weasley

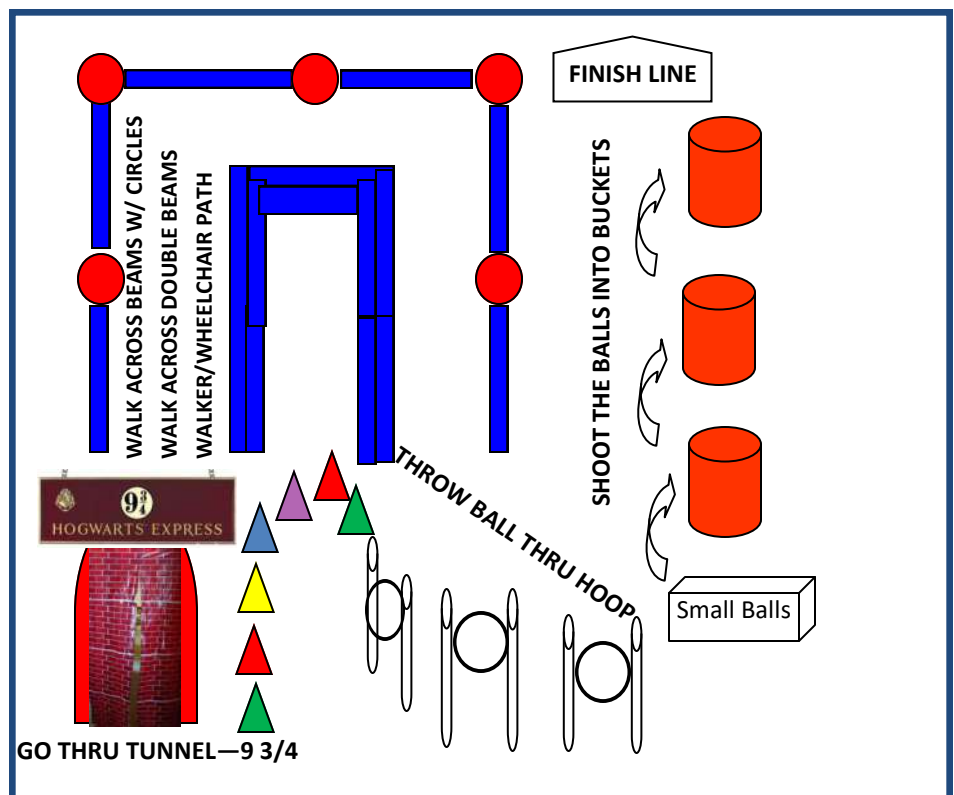
*Harry Potter*

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<b>Enemies</b>	<b>Lord Voldemort</b> <b>Death Eaters or Voldemort Followers</b> <b>Dolores Umbridge</b> <b>Ministry of Magic (indirectly)</b> <b>Inquisitorial Squad</b>
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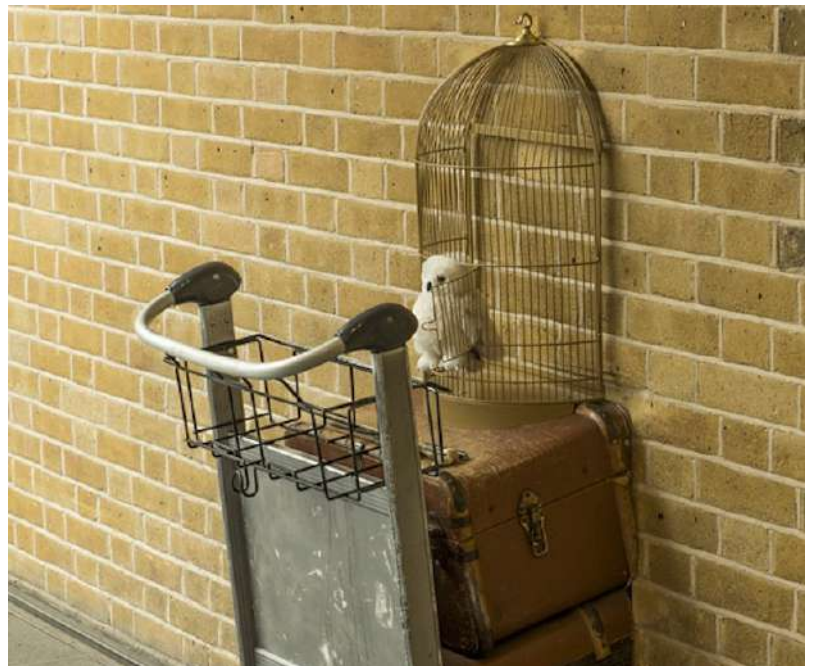
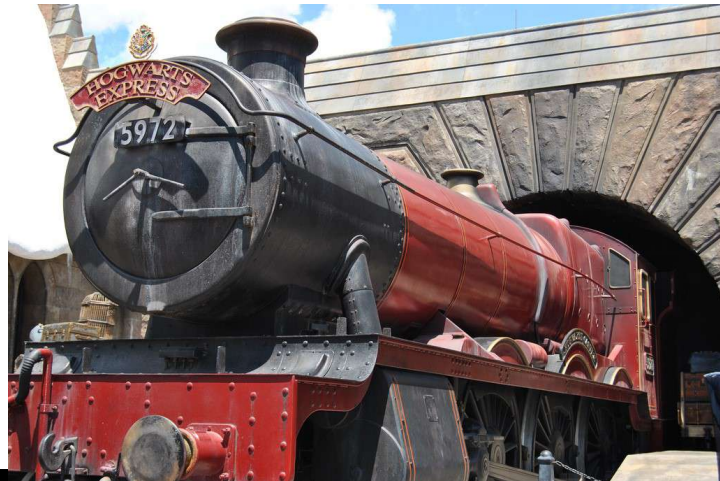
**COURSE**  
**CAN CHANGE**  
**WITH VARIOUS**  
**ACTIVITIES**



Platform 9¾ - Magical entrance to Hogwart's Express Train at the [London King's Cross railway station](#)

use brick wall

plastic sheet

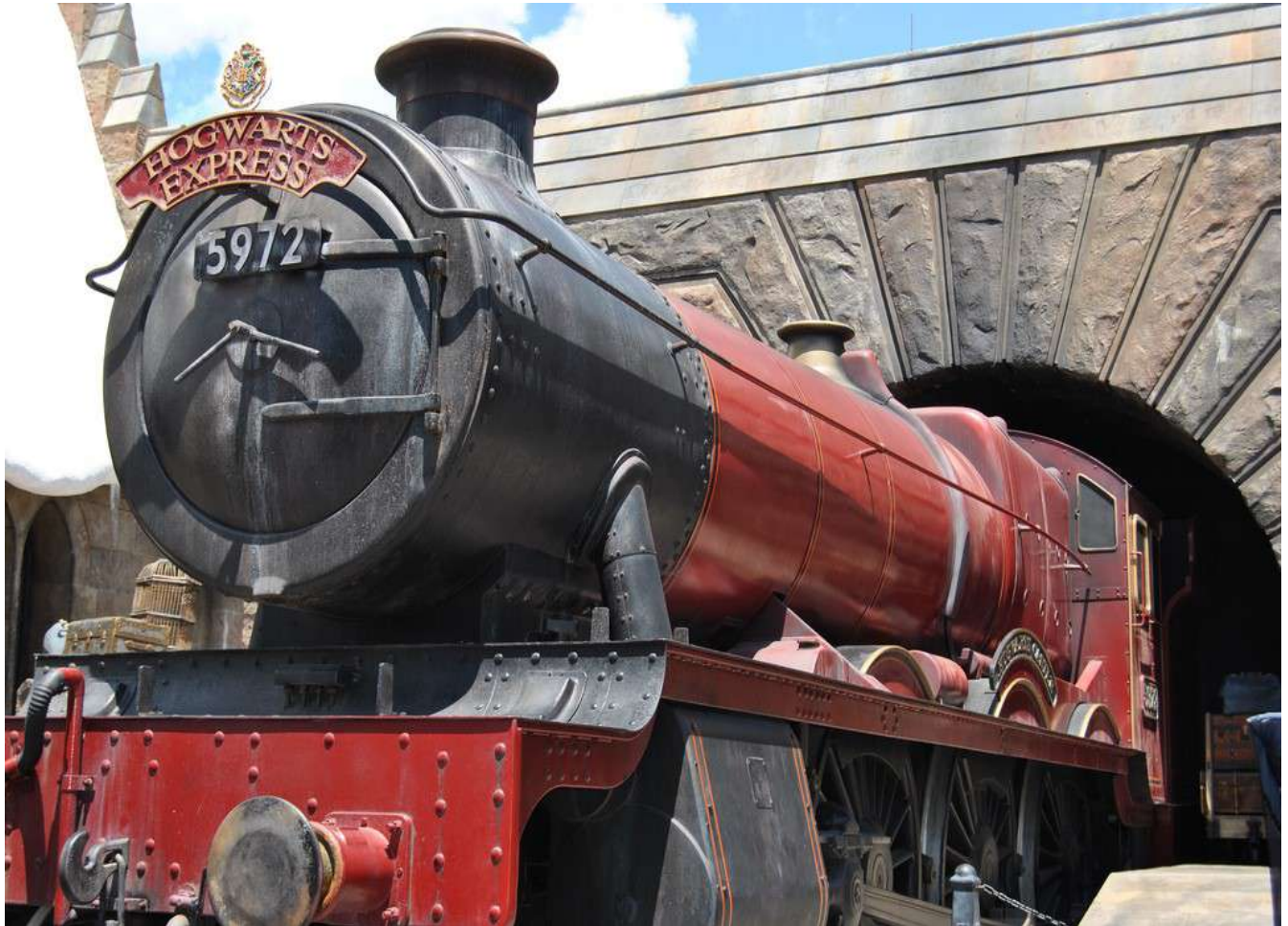






HOGWARTS™ EXPRESS

# HOGWARTS™ EXPRESS





# Harry Potter



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## Muggle Quidditch

### What is Quidditch?

- It's an awesome fictional game invented by J.K. Rowling. It's also the only sport that Harry Potter is really good at.
- A group of students in Middlebury College brought the game to real life in 2005.

### 2 teams

Nimbus 2000 - blue

Firebolt - red





## ONE essential tool

- BROOM!!!
- Every player must have a broom between his or her legs at all times! Like a wizard or witch!



Make them or purchase brooms.

We made them from foam pool noodles and plastic table cloths attach with duct tape.



Modify the playing field according to play space & abilities

Reduce or add the amount of players due to class size.

## Field (3 hoops for each team)



We need a field bigger than basketball court, set up 3 hoops for each team.

## Positions

- 2 teams
- 7 people per team



3 Chasers



1 Seeker



1 Keeper



2 Beaters



CATCH ball or NERF ball

YARN ball or Mini Beach ball

Tennis Ball in a Tube Sock





## How to Score?



- Chasers' objective is to put the big ball into the other team's hoop. **10 Points/each**
- Chasers can **RUN WITH** the ball, kick it, or pass it.
- Keeper's job is to defend the goal hoops from the opposing chasers

## How to Defense?



- Beater's job is to make the game more **difficult!**
- They throw dodge balls to other players (anyone!)
- Anyone got hit by the dodge ball has to **DROP** any ball they're holding, **RETURN** to their own side, **TOUCH** their own hoops, and then back to the game.
- A beater **CANNOT** hold more than 1 dodge ball at a time

## How to Score More? (Important!!!)



- The little ping-pong ball carried by a person worth **30 Points!** Seeker's job is to find the person and get the Golden snitch! (It's Harry Potter's job!)
- The snitch runner is 'loose' before the game begins
- The snitch runner is **NOT** on either team, does not use a broom, and can use any means to avoid "capture," (including trickery like riding a bicycle, climbing trees or hiding in the audience)

## Who wins?

- Whenever one of the seekers get the golden snitch, the match ends.
- Who gets the most points will win the game!

## More Resources, Click, Click!

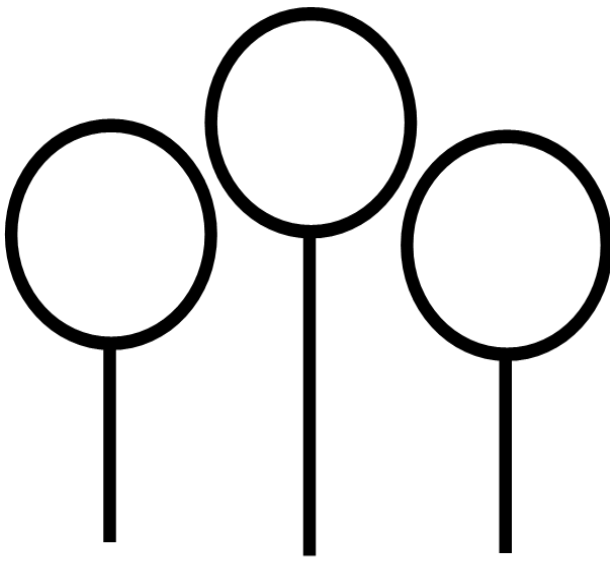
- Quidditch for Muggles: CBS News  
<http://www.youtube.com/watch?v=5UfPij5ABdo>
- MTV Quidditch Promo: Diner Extended  
<http://www.youtube.com/watch?v=hMh3leplzDQ&feature=related>
- Rules of quidditch  
<http://www.youtube.com/watch?v=rgqJOrvV1C8>

Resources:

<https://www.slideshare.net/niu8fans/reallife-quidditch-rules>

Google.images







**Sarah Gietschier-Hartman ([@GHSaysRockChalk](#))**

## Muggle Quidditch

Muggle Quidditch is based on the fictional game created by author J.K. Rowling. The game is called *Muggle Quidditch* to distinguish it from the fictional game (*Quidditch*) in *Harry Potter*. A “muggle” is not a witch or wizard, but a person incapable of performing magic. Muggle Quidditch is an invasion game that is gaining popularity worldwide. Here are the official rules from [US Quidditch](#) and the [International Quidditch Association](#). Another fun resource is [Quidditch Through the Ages](#) by J.K. Rowling.

For me, the rules in my middle school #PhysEd classes have been a work in progress. In the past, I played a version of Muggle Quidditch with modified official rules. The game didn’t flow the way I wanted it to, and my students became disengaged and tired quickly. After lots of trial and error, and with the help of Kari Bullis ([@KariBullis](#)), Jorge Rodriguez ([@PhysedNow](#)), and my 6th grade students, I finally have a set of rules my students and I love!

## Muggle Quidditch Rules

The game rules combine concepts from Ultimate Frisbee and Capture the Flag. You can layer them to meet your students’ needs.

### Set-up:

The game can be played as a large class game or with small-sided games on multiple fields. The playing area is rectangular, with three hoops (the goal posts) of varying heights at each end. I own six [Muggle Quidditch goal posts](#). I set-up three fields, with one goal post at each end, and play three simultaneous small-sided games (six teams total). You can also hang hula hoops from your basketball rims or soccer goal crossbars.



**Brooms:**

You can choose to play with brooms, which can be made out of thin PVC-pipe, yard sticks, or ringette sticks. My students prefer to play without them. You can give your teams fun names like the Chudley Cannons, the Holyhead Harpies, and Puddlemere United, too.

**Positions/Roles:**

Each player should wear a jersey/pinnie to designate their team, as well as a set of flag football ripper flags. Two members of each team should also wear a secondary color (neon, for example) to designate them as “Beaters.” Each team also needs a “Seeker.” This position can be designated with a wristband.

Assign a neutral player to be the “Golden Snitch.” Instead of flags, the Snitch places a long yellow soccer sock in their waistline like a tail. (You can put a tennis ball in the sock.) They can enter the game once or at timed intervals on a whistle blast. If a Seeker catches the Snitch (by pulling the sock), they earn an “Invisibility Cloak” for their team. The Invisibility Cloak prevents their team’s flags from being pulled for one minute. Thank you to Ty Riddick ([@TyRiddick](#)) for sharing these ideas!

**Scoring, Advancing the Ball, and Keeping Possession:**

To score points, players must advance the “Quaffle” (a gator-skin ball) down the field and throw it through the hoop (from either side). A successful throw is worth 10 points. While in possession of the Quaffle, players may take 0, 1, 2, or 3 athletic steps (their choice). If the Quaffle is dropped, blocked, deflected, or intercepted, possession automatically goes to the other team.

**Defense:**

In addition to helping their team offensively, Beaters can attempt to pull the flags of opposing players. Once a player’s flags are pulled, that player must drop any ball being held, retrieve their flags, and return to and touch their team’s goal post(s) before being allowed back into play.

**Spell Zones:**

To avoid having their flags pulled, all players can enter “Salvio Hexia Spell Zones,” or hula hoops placed randomly on the field. (*Salvio Hexia is a defensive spell that deflects hexes.*) *Players can stay in the Spell Zones for five seconds (one player per hoop), with or without the ball.*



# Saving the Magical Creatures



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Adapted

Physical

Education

Game: Voldemort sends his followers (DE) to steal the Magical Creatures from their homes. (students chosen to be followers wear pinnies). Dumbledore's Army tries to protect the Magical Creatures from being taken back to Malfoy Manor. (remaining students are chosen to be Dumbledore's Army.) Malfoy Manor is located at the rear of the playing area marked off. Grimmauld Place is located on opposite side of the playing area.

Set up the playing area so that the homes (hula hoops) of each of the Magical Creatures are scattered in the area. Place the Magical Creature in the correct hoop. Members of Dumbledore's Army (DA) move around the area protecting the hoops, but cannot stay at a hoop for more than 10 seconds before needing to move on. A DA or DE can both be tagged by the other by calling out "petrificus totalus" on the tag, person tagged must freeze, in order to be unpetrified a teammate must re-tag you to move again.

When a Magical Creature is rescued from Malfoy Manor then the DA can bring the creature to the safe house at Grimmauld Place. A Magical Creature cannot be stolen from Grimmauld Place due to protection spells. The game is over once the followers (DE) have captured all the Magical Creatures or when the DA rescues them and brings them to Grimmauld Place. (can add other magical creatures to the game, too)



Hagrid's baby dragon, [Norbert](#), an illegally hatched Norwegian Ridgeback; when found out by Dumbledore Norbert went to live in Romania with Bill Weasley and other dragon



[Unicorns](#)—drinking the blood of a unicorn gives you an added half life, but a cursed life lives in the Forbidden Forest near Hogwarts



[Scabbers](#) -a brown rat retained for twelve years; at first by Percy, but passed to Ron. Scabbers is revealed to be Peter Pettigrew, an Animagus who betrayed James and Lily Potter to Lord Voldemort.



Harry's pet owl, [Hedwig](#), whom delivers messages/mail and warnings or cries for help from Harry or his friends



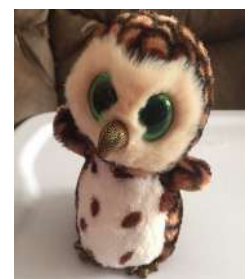
Hagrid's pet spider, [Aragog](#), an illegally smuggled creature that Hagrid brought with him into the Hogwarts Castle, was later cleared from being the Monster in the Chamber of Secrets; lived in the Forbidden Forest with his family of spiders



Hermione's pet cat, [Crookshanks](#)



[Errol](#), an aged great grey owl who serves as the Weasley's family's courier. He has trouble carrying loads and is often found unconscious after collision or exhaustion



[Pigwidgeon](#) (nicknamed "Pig"), Ron's hyperactive [scops owl](#), a gift from [Sirius Black](#) upon the loss of Scabbers.

# Malfoy Manor





# 12 Grimmauld Place



PETRIFICUS TOTALUS

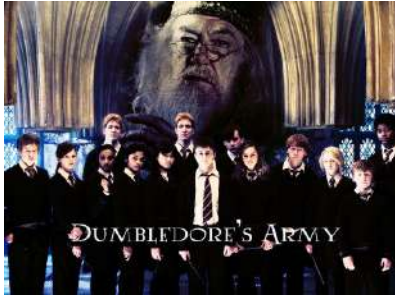
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spell. full body bind

# Petrify







# Harry Potter



**12 Grimmauld Place**

Errol

Weasley Burrow



House



Unicorn

Forbidden Forrest



Aragog

Hagrid's Hut



Hedwig



Privet Drive

Scabbers

Whomping Willow



Norbert

Hogsmeade



Pigwidgeon



Shell Cottage

Crookshanks  
Hogwarts Castle



**Malfoy Manor**

**Voldemort's Followers (DE)**



# Forbidden Forest





# Hogwart's Castle



# Dursley's House





# Weasley Burrow House



# Whomping Willow





# Shell Cottage (Weasley's Aunt)





# Hogsmeade





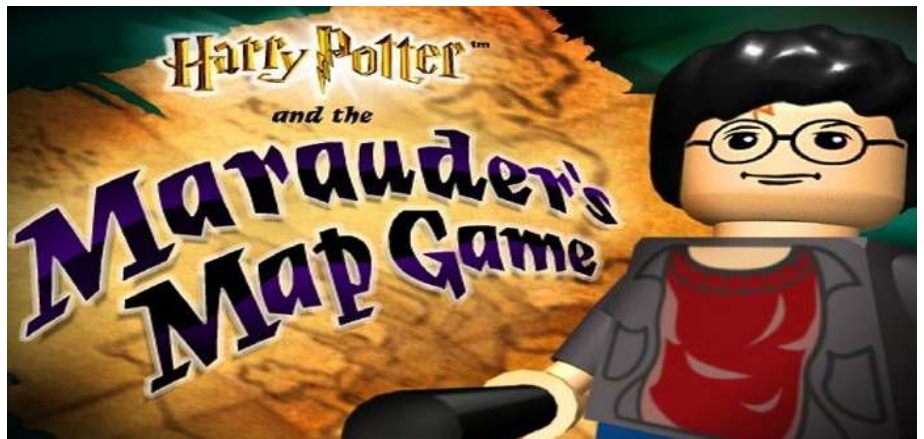
# Hagrid's Hut





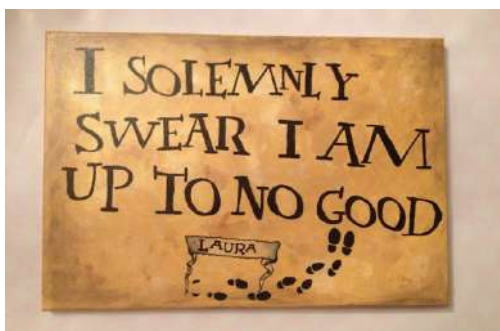
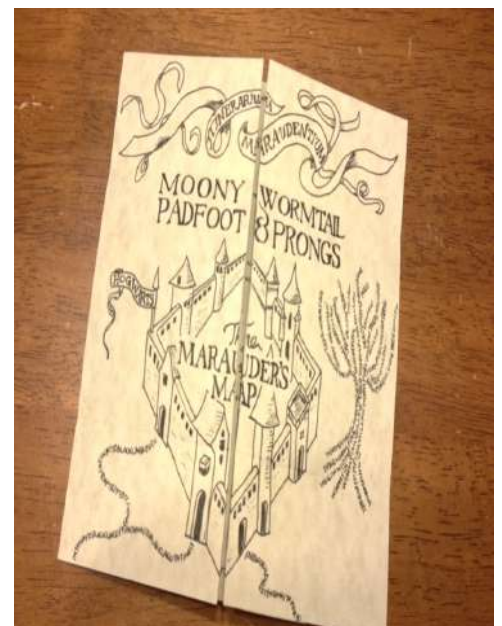
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Give the students each a map or make teams with a map. On the map will be directions to follow all the way to an end line.

Directions can be used with a compass or right/left directions depending on lesson objectives and grade level skills. Skill tasks can be sport related or manipulative skills or health fitness related or a combo of all of the above.





I SOLEMNLY SWEAR THAT I AM UP TO NO GOOD!



MISCHIEF MANAGED!







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## ***Hogwarts Letter Acceptance Day***

Students will collect as many Hogarts Letters as he/she/or team can.

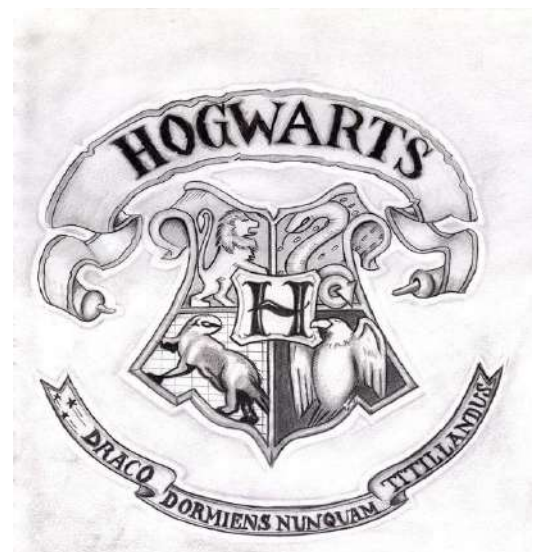
Team who collects the most wins.

1– IN A RELAY RACE

2– running laps get a letter

3– throw the letters all over the gym area and let the students run/ride a scooter to collect the most

4-attach envelope to a line and have kids run to end line to get letter, return to team









# Free a House Elf

Harry Potter

Help Harry Potter and the S.P.E.W. (Society for the Promotion of Elfish Welfare) and free all the house elves.

Place buckets or bins with a picture of various house elves creating an inner circle.

Have students make a larger circle outside the inner circle, distance depends on their skill levels.

Using the desired size, weight and texture of balls you wish the students to practice with, place sock balls on the outside of the area for students to run and get a ball to come back to their polyspot of outer circle to attempt to throw his/her sockball into a bucket to help save the elf.

Class or teacher can make a goal of 20 sock balls must be in the bucket to save an elf, or any other desired amount.



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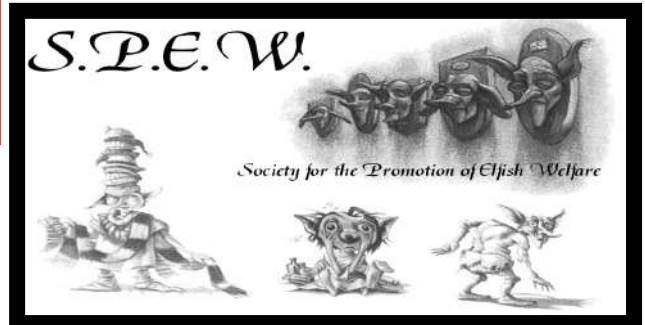
Physical

Education

Variation:

Divide the students into two halves facing each other with the buckets in the middle line between them.

Make a do not throw, only retrieve section for the bins to sit in. Creating an area that you cannot throw too close.



Variation:

Divide the students into two halves facing each other with a dividing line in the middle line between them.

Each team is protecting their house elves from being freed while trying to free the other teams house elves.

Buckets behind each team. Team 1— Kreacher & Dobby; Team 2—Hogwarts Kitchen Elves



Kreacher

House of Black

Dobby

House of Malfoy



Winky

Hogwarts Castle



Hokey & the Hogwarts Kitchen Elves



# Kreacher



# Dobby





# Winky



# Hogwarts Kitchen Elves

