

Muggle Games #2



Kim Catalfamo

Adapted Physical Education

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Display Board

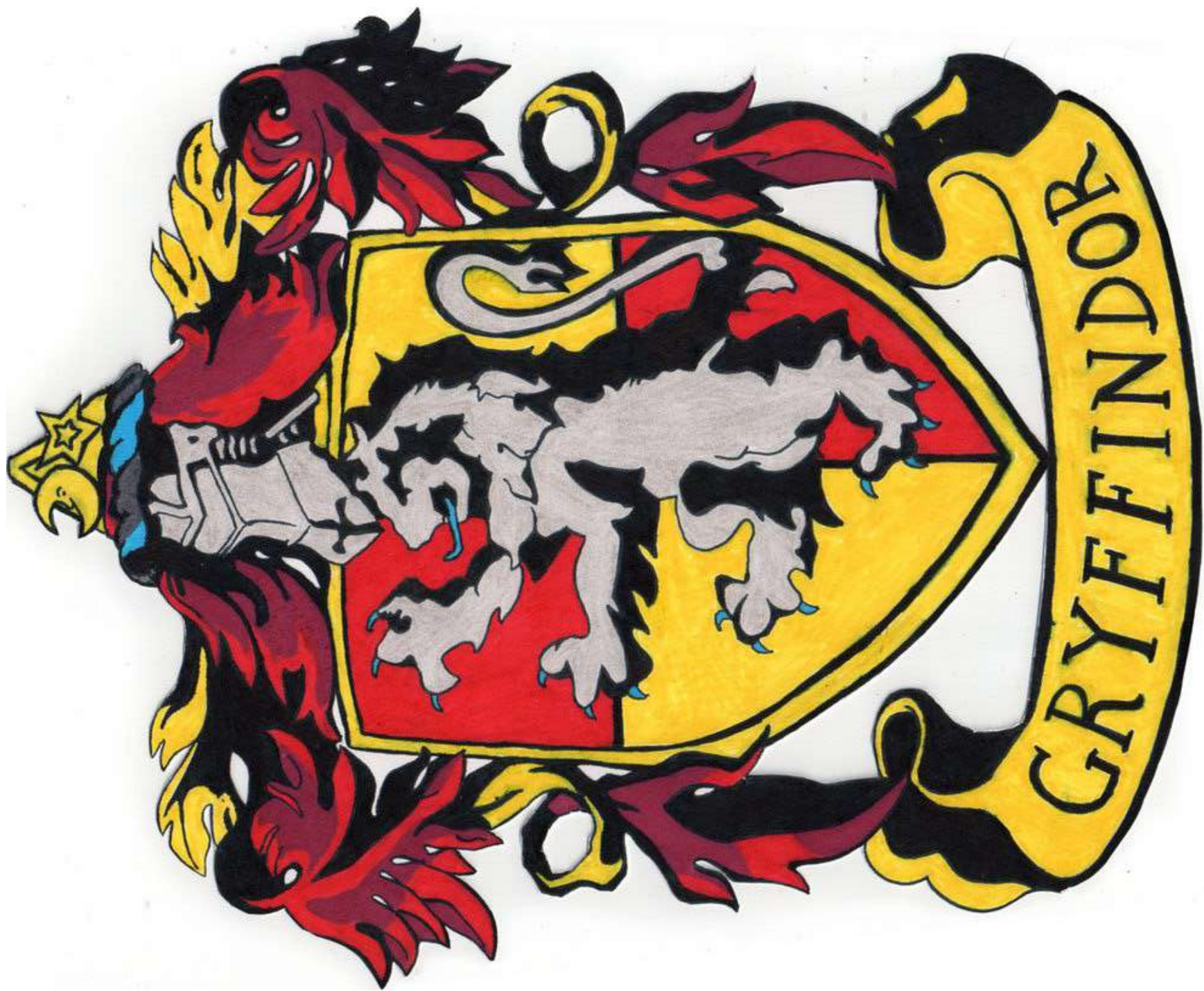
Kim Catalfamo

Adapted Phys Ed



HOUSE POINTS MUGGLE GAMES

THE WIZARDING
WORLD OF
Harry Potter™









CAPTURE THE
DRAGON'S EGG

RESCUE THE
MAGICAL CREATURES
HOGWART'S LETTER
QUAFFLE THROW
FREE THE HOUSE ELF

STEAL THE
DRAGON'S EGG
MCGONAGALL'S
WITCH'S HAT
MAGICAL CREATURES
RESCUE
SORTING HAT QUIZ

BROOMSTICK RACE

SNITCH LAUNCHER

MAGIC WAND SPELL

CHALLENGE

GRINGOTT'S BANK

HEIST

DRAGON'S TAIL

TRI-WIZARD RACE

MUGGLE QUIDDITCH

CATCH THE SNITCH

DUMBLEDORE'S

ARMY TRAINING

not finished yet

**EXPECTRO
POTRONUM**

S.T.E.M.

CHALLENGES



Catch the Snitch

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Game Skills: dodging, tagging, running/motor ability, strategy

Gravel Level: all

Players: 1 vs 1; 2 vs 1; team vs 1 (the 1 being the snitch)

Lead up—Quidditch Game

Student is selected to be the snitch

Wears a yellow shirt or pinnie

May also have a ball attached to a ribbon/string dangling from pant waist (like in flag football/capture dragon's tail) or ball dangling in a long yellow sock.

Select boundary lines of playing area (gym lines)

Game 1: The seekers (rest of students) run around the area after the snitch (person) to attempt to tag the snitch (person) or pull the snitch off the person in the yellow shirt (if choosing a dangling snitch). Game over once the snitch is caught. Person who caught him/her is the new snitch.

Game 2: Two or more teams each having seekers and 1 snitch. Teams try to catch the snitches of the competing teams. Each team that catches a snitch is awarded 30 pts. Team with highest score at end of game is declared the winner.



Catch the Snitch

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Student/Team is/are selected to be the snitch

Wears a yellow shirt or pinnie

May also have a ball attached to a ribbon/string dangling from pant waist (like in flag football/capture dragon's tail) or ball dangling in a long yellow sock.

Game 3: Students in one group/team (A) line up at the end line on a scooter or in wheelchair facing the finish/end line approximately 25 feet away, but can modify, marked off by cones.

Students from another opposing group/team (B) is at another line approximately 3 feet ahead of the group above mentioned. Lined up to match the team on other line. This team will wear yellow pinnies and wear the snitch, like in game 1 and 2.

Team B scooters to catch up to Team A and steal his/her snitch before he/she gets to the end line. If snitch gets to end line that team gets a point, if snitch is grabbed then that team gets the point.

VARIATION: divide team A on opposite side of playing field with the opposing team in the middle area.

Scooters or running. Give team A numbers matching teammate on opposite side. # is called they try to run/ride into the playing field and catch as many snitches as they can. Points awarded for every snitch captured.







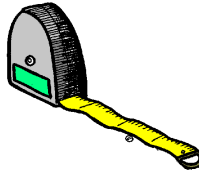
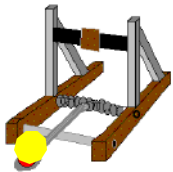
Snitch Launcher

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← target on the board



Game Skills: throwing at a target using a small yarn ball Grade Level: Primary, MS & HS

Students will demonstrate throwing overhand and/or underhand a small yellow yarn ball (snitch) in an attempt to hit the yellow circle target on the Harry Potter Picture Board of Catching a Snitch

Game Skills: using an implement of sling shot or catapult to project an object at a target Grade Level: MS & HS

Students will demonstrate the proper use of a sling shot and/or catapult to project a small yellow yarn ball (snitch) in an attempt to hit the yellow circle target on the Harry Potter Picture Board of Catching a Snitch. STEM ACTIVITY

Another variation:

Students will demonstrate the proper use of a sling shot and/or catapult to project a small yellow yarn ball (snitch) in an attempt to achieve the greatest distance traveled (measurement will be taken in inches and compared to all other projectile attempts) STEM ACTIVITY







Gringott's Bank Heist

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Game Skills: dodging, tagging, running/motor ability/scooter riding, strategy; math skills
adding money/converting money

Gravel Level: all

Gringotts Wizarding Bank is the only bank of the [wizarding world](#), and is owned and operated by [goblins](#). It was created by a goblin called [Gringott](#), in [1474](#). Its main offices are located around the [North Side](#) of [Diagon Alley](#) in [London, England](#). In addition to storing money and valuables for [wizards and witches](#), one can go there to exchange [Muggle money](#) for [wizarding money](#). The currency exchanged by [Muggles](#) is later returned to circulation in the [Muggle world](#) by goblins. According to [Rubeus Hagrid](#), other than [Hogwarts School of Witchcraft and Wizardry](#), Gringotts is the safest place in the wizarding world.

Location: [Diagon](#)

[Alley \(North Side\)](#), [Charing Cross](#)

[Road, London, England, Great Britain](#)

Permanent residents [Goblins](#) [A Ukrainian Ironbelly](#)

Affiliation [British Ministry of Magic](#)

[Consortium of Goblinary Finance & Red-Nosed Wizard Investors](#)

Only 2 known break-ins:



The [break-in of 1991](#) was committed by [Quirinus Quirrell](#), who was attempting to steal an object from [Vault 713](#). The vault, one of the higher-security ones, held a small grubby bag, inside of which was the [Philosopher's Stone](#). [Albus Dumbledore](#) sent [Rubeus Hagrid](#) to retrieve it while the latter was escorting [Harry Potter](#) to [Diagon Alley](#) in order to buy his school supplies.

Later that very same day after Hagrid and Harry left the Alley, someone, apparently a very powerful wizard, broke into the vault. Although he was unsuccessful in obtaining the Philosopher's Stone, the break-in shocked the Wizarding world because it was practically unheard of for Gringotts to be robbed. The culprit was not caught, though it is later learned Quirrell broke into the vault acting under orders from [Lord Voldemort](#). Also the protection around the vault was minimal at the time, since it no longer contained anything and thus had nothing to guard.

Only 2 known break-ins:



The [break-in of 1998](#) was committed by [Harry Potter](#), [Hermione Granger](#), and [Ron Weasley](#). Harry, Ron, and Hermione were aided by a reluctant [Griphook](#) in exchange for [Godric Gryffindor's sword](#). They broke into the [vault](#) of [Bellatrix Lestrange](#), where one of Lord Voldemort's [Horcruxes](#) ([Helga Hufflepuff's cup](#)) was hidden. They came to the conclusion that a break-in was necessary after Harry deduced the location of the Horcrux after the Skirmish at Malfoy Manor.

At the doors of the bank, two human guards had Probity Probes — devices that detected concealment charms. Harry quickly used a [Confundus Charm](#) on the two guards and Hermione passed by them unchecked. Once inside the bank they were in danger of being found out and Harry had to use the [Imperius Curse](#) on a goblin and a Travers in order for them to continue onward. However, when they went into Bellatrix's vault, which was stocked with all manners of treasure, they found out that the treasure had the [Gemino](#) and [Flagrante](#) charms placed on it. Though burned and nearly buried in false treasures, the Trio managed to escape with the Horcrux by fleeing on a [half-blind dragon](#) that was part of the security for the vault, leaving parts of the bank in ruins.

Vault 1

This vault is known to contain lots and lots of [Knuts](#) inside it and people have to use the [Mine Cart](#) to come around in every corner of it. This vault also contains lots of [Rubies](#), [Emeralds](#), [Sapphires](#), yellow gems and [Diamonds](#).



Bean bags



The **Knut** (pronounced nút) or **Bronze-Knut** is the least valued coin in [wizarding currency](#). There are 29 Knuts in one silver [Sickle](#), and there are 493 Knuts in one golden [Galleon](#).^[1] Witches and wizards are not averse to laborious calculations, as they can do them magically, so they do not find it inconvenient to pay for goods in Knuts, Sickles and Galleons.

A Knut is also approximately equal to one British Penny.

Vault 2

This vault is known to contain lots and lots of [Sickles](#) inside it and people have to use the [Mine Cart](#) to come around in every corner of it. This vault also contain lots of [Rubies](#), [Emeralds](#), [Sapphires](#), yellow gems and [Diamonds](#).



Plastic balls



A **Sickle** or **Silver-Sickle** It is a form of currency in the [wizarding world](#) that is made out of silver.

One Sickle is equal to 29 [Knuts](#), and 17 Sickles make up a [Galleon](#).

Vault 3

This vault is known to contain lots and lots of [Galleons](#) inside it and people have to use the [Mine Cart](#) to come around in every corner of it. This vault also contain lots of [Rubies](#), [Emeralds](#), [Sapphires](#), yellow gems and [Diamonds](#).



Yarn balls



A **Galleon** or **Gold-Galleon** It is the most valued coin of the [wizarding currency](#). One Galleon is equal to 17 [Sickles](#) or 493 [Knuts](#). Galleons are made of [gold](#).

Sources: Wikipedia.com

google.com/images



Gringott's Bank Heist

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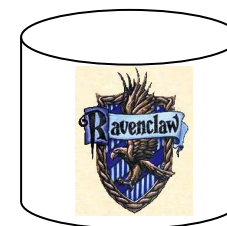
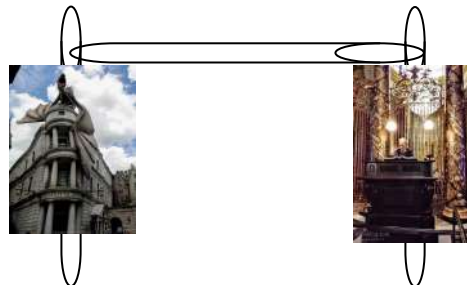
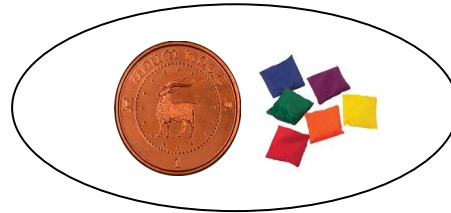
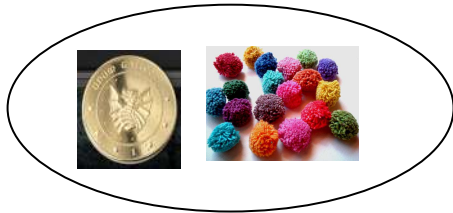
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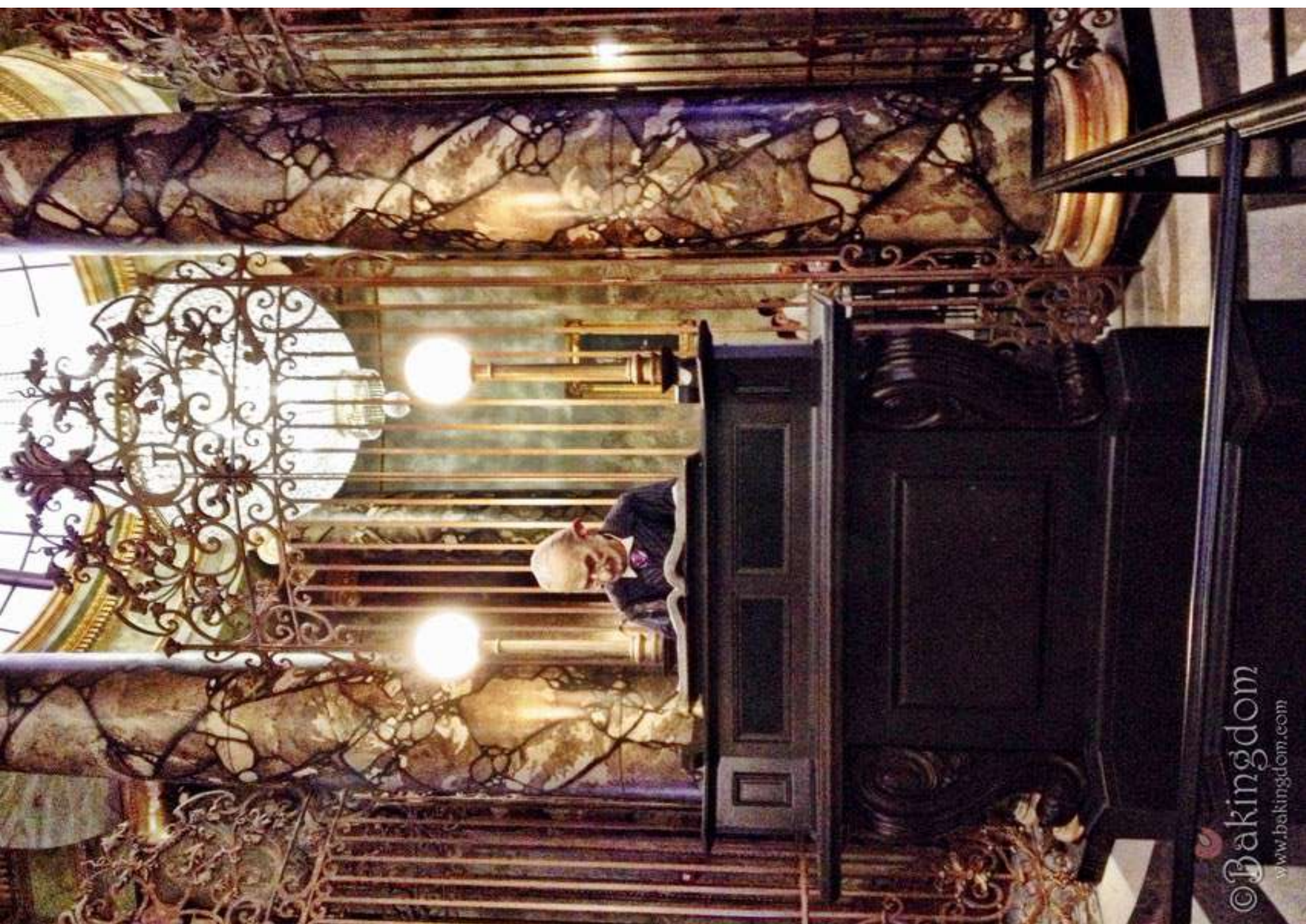
Game Skills: dodging, tagging, running/motor ability/scooter riding, strategy; math skills
adding money/converting money

Gravel Level: all

Game #1 : Students from all Houses will ride scooters/wheelchairs around the whole gym area where they will enter Gringott's Bank and travel around the area collecting as many Coins as possible from the three vaults and bringing them back to their House Vault. At end of selected time frame or when all coins are gone from their vaults, the houses will count the number of Knuts, Sickles, Galleons and depending on the educational skills levels of students may even convert the Knuts into Sickles and Sickles into Galleons.

Vault 1—Knuts (Bean Bags) **Vault 2—Sickles (Plastic Balls)** **Vault 3—Galleons (Yarn Balls)**









**1 Knut =
1 British
Penny**

**1 Sickle = 29 Knuts
1 Galleon = 493 Knuts**



1 Sickle = 29 Knuts

29 British Pennies

17 Sickles = 1 Galleon



1 Galleon

17 Sickles = 1 Galleon

493 Knuts = Galleon



Broomstick Race

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Game Skills: running for speed; math-comparing time scores

Gravel Level: all

Broomstick Relay Race:

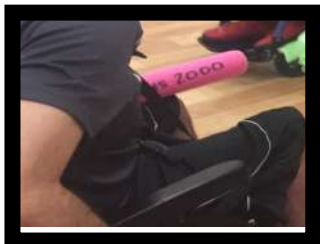
All 4 houses line up at beginning line facing the end line opposite end of the gym area marked by cones.

The first racer gets a broom and gets ready to ride. On the “go” signal, the racers ride their brooms to the cone and back to their teams. They hand the broom to the next person in line. Team who finishes all their racers wins. Scores are given for each house group: 40 pts for fastest time; 30 pts for 2nd fastest; 20 pts for 3rd fastest; 10 pts for 4th fastest.

Broomstick Race:

All 4 houses line up at beginning line facing the end line opposite end of the gym area marked by cones.

The first group of racers gets a broom and gets ready to ride. On the “go” signal, the racers ride their brooms to the cone to be the fastest broom rider.





Triwizard Challenge

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Game Skills: running for speed; dodging; fitness exercise (reading comprehension of task); scooter riding or wheelchair mobility orientation; agility run.

Gravel Level: all

All 4 houses line up at beginning line facing the course. If room available have members of 2,3 or 4 houses compete against each other; if safe area for all to compete then have one house go and time the course. Comparing scores of skill compatible groups and award points for fastest, 2nd fastest, 3rd and 4th. Designated by teacher.

#1 Dragon Challenge

Students have to get the Dragon's Egg and move on to next challenge (plastic eggs) while riding their broomsticks

1— eggs all by themselves in a bin

2— eggs in a bin but protected by a dragon (guard)



#1 Egg Challenge

Students have to open the plastic egg to read the exercise written on a paper inside OR write the exercise on the egg; do the exercise and then move on to next challenge





Triwizard Challenge

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#3 Mermaid Challenge

Students have to ride a scooter lying on stomach “swimming” to next activity avoiding the Grindylow (pictures attached to cones in scattered in area) .

As they meet the mermaids protecting Hedwig, students must maneuver oneself to get Hedwig and move on to next area challenge where Hedwig can be place in the basket.



#4 Maze Challenge

Students have to maneuver through the zig zag pattern obstacle to get to the Triwizard Cup.











Magical Creatures Rescue

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Game Skills: running for time; strategy; math-comparing time scores; agility

Gravel Level: all

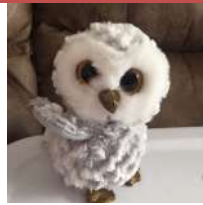
Game 1: Each House gets a turn to be timed and compared to all the other house players.

In each hoop that is randomly placed on the gym floor scattered has one magical creature placed in it.

On the signal go, each student, by him/herself will attempt to collect all the magical creatures from each of the hoops and place them in the basket home zone, also placed on the gym floor. Time is stopped when all magical creatures are in the basket. Group kids of all 4 houses according to their ability and mobility.

Scores are given for each house group: 40 pts for fastest time; 30 pts for 2nd fastest; 20 pts for 3rd fastest; 10 pts for 4th fastest..

Game 2: two rows of hoops with 4 magical creatures. Two houses race to get their creatures into the basket first. Winner of race earns 5 house pts.





McGonagall's Witches Hat

Game Skills: throwing skills

Lead up: Muggle Quidditch

Gravel Level: all

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Each House gets the same amount of rings to toss.

Select the distance to throw for each student (may vary distance for different students according to skill level)

Each ring that is successfully thrown and goes around a hat tallied as 1 points. Scorekeeper or teacher keeps track of score for each team.

Variations: assign different hats to be different point values.



Minerva
McGonagall





Magic Wand Spell Challenge

All activities were copied from Pinterest from separate sources.

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Game Skills: creative movement; knowledge; imagination; cooperation; teamwork; creative thinking

Gravel Level: all

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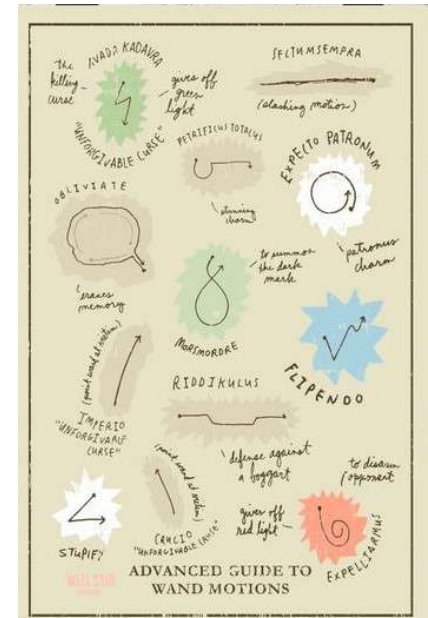
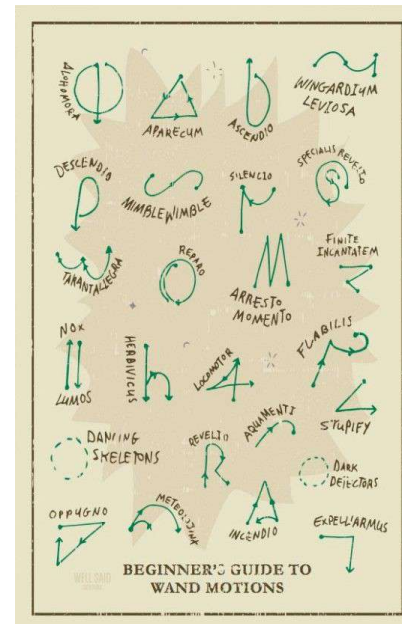
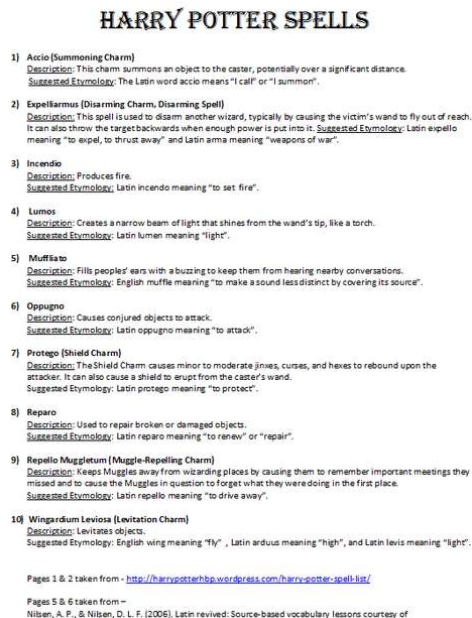
Adapted Physical Education

Each house receives 5 points for each of the spells that they can identify

Each house receives 5 points for knowing what the spell does to an object or person

Each house receives 5 points for demonstrating the spell being done using self or equipment (pretend of course-highly dramatic play)

Each house receives 5 points for creating a movement for the Create a Spell sheet.



☆ Harry Potter Spell Book ☆

Have fun making up some names for your own magic spells, just like the ones that Harry Potter and his friends learn at Hogwarts. Make sure you think up some very good, ancient-sounding names!



Do my homework for me _____
 Tidy up my bedroom _____
 Make a delicious chocolate cake _____
 Take out the garbage _____
 Make my bed _____
 Make my teacher stay in bed today _____
 Bring me a cooked breakfast _____
 Make me fly _____
 Splat a custard tart in opponent's face _____
 Tie opponent's shoe laces together _____
 Give everybody the giggles _____
 Stick opponent's feet to the ground _____
 Make everybody (except me) freeze _____
 (Add your own) _____
 (Add your own) _____
 (Add your own) _____

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Make Your Own Spells

Have fun making up some names for your own magic spells, just like the ones that Harry Potter and his friends learn at Hogwarts. Make sure you think up some very good, ancient-sounding names!



Do my homework for me _____
 Tidy up my bedroom _____
 Make a delicious chocolate cake _____
 Take out the garbage _____
 Make my bed _____
 Make my teacher stay in bed today _____
 I would like a cooked breakfast, please! _____
 Make me fly _____
 Splat a custard tart in opponent's face _____
 Tie opponent's shoe laces together _____
 Give everybody the giggles _____
 Stick opponent's feet to the ground _____
 Make everybody (except me) freeze _____
 (Add your own) _____
 (Add your own) _____

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SPELL TITLE:		Written By:	PICTURES:
INCANTATION:		SPELL CATEGORY:	
WRITE HERE			
EFFECT of SPELL:	REVERSAL of SPELL:	ADDITIONAL INFO:	

Name: _____

CREATE YOUR OWN SPELLS!



Have fun making up some names for your own magic spells, just like the ones that Harry Potter and his friends learn at Hogwarts.

Try to think up some very good, ancient-sounding names using Latin root words, English words, or even your own words!

Fly like a bird _____

Hop like a bunny _____

Stand on one foot _____

Give everybody the giggles _____

Freeze _____

Fall asleep _____

Dance like a ballerina _____

Add your own description and spell:

Make your own wand out of chopsticks



SPELL IT OUT



Petrificus Totalus
Petrifies a person's
body.



Evanesco
Makes things
vanish.



**Wingardium
Leviosa**
Makes stuff floaty.



**Locomotor
Mortis**
Locks legs together.



Incendio
Creates fire.



Alohamora
Unlocks doors.

HARRY POTTER SPELLS

1) Accio (Summoning Charm)

Description: This charm summons an object to the caster, potentially over a significant distance.

Suggested Etymology: The Latin word accio means "I call" or "I summon".

2) Expelliarmus (Disarming Charm, Disarming Spell)

Description: This spell is used to disarm another wizard, typically by causing the victim's wand to fly out of reach. It can also throw the target backwards when enough power is put into it. Suggested Etymology: Latin expello meaning "to expel, to thrust away" and Latin arma meaning "weapons of war".

3) Incendio

Description: Produces fire.

Suggested Etymology: Latin incendio meaning "to set fire".

4) Lumos

Description: Creates a narrow beam of light that shines from the wand's tip, like a torch.

Suggested Etymology: Latin lumen meaning "light".

5) Muffliato

Description: Fills peoples' ears with a buzzing to keep them from hearing nearby conversations.

Suggested Etymology: English muffle meaning "to make a sound less distinct by covering its source".

6) Oppugno

Description: Causes conjured objects to attack.

Suggested Etymology: Latin oppugno meaning "to attack".

7) Protego (Shield Charm)

Description: The Shield Charm causes minor to moderate jinxes, curses, and hexes to rebound upon the attacker. It can also cause a shield to erupt from the caster's wand.

Suggested Etymology: Latin protego meaning "to protect".

8) Reparo

Description: Used to repair broken or damaged objects.

Suggested Etymology: Latin reparo meaning "to renew" or "repair".

9) Repello Muggletum (Muggle-Repelling Charm)

Description: Keeps Muggles away from wizarding places by causing them to remember important meetings they missed and to cause the Muggles in question to forget what they were doing in the first place.

Suggested Etymology: Latin repello meaning "to drive away".

10) Wingardium Leviosa (Levitation Charm)

Description: Levitates objects.

Suggested Etymology: English wing meaning "fly", Latin arduus meaning "high", and Latin levis meaning "light".

Pages 1 & 2 taken from - <http://harrypotterhbp.wordpress.com/harry-potter-spell-list/>

Pages 5 & 6 taken from -

Nilsen, A. P., & Nilsen, D. L. F. (2006). Latin revived: Source-based vocabulary lessons courtesy of

ALOHOMORA

APARECUM

WINGARDIUM
LEVIOSA

DESCENDO

MIMBLEWIMBLE

SPECIALS REVEALS

SILENCIO

REPARO

FINITE
INCANTATEM

TARANTULA

ARRESTO
MOMENTO

NOX
LUMOS

HERBIVICUS

FLANBILIS

LOCOMOTOR

DANING
SKELETONS

REVELIO

AQUAMENTI

STUPIFY

OPPGNO

METEOLJIX

INCENDIO

DARK
DETECTORS

EXPELLARMUS

BEGINNER'S GUIDE TO WAND MOTIONS

WILL SAUNDERS

the INADO KADAVRA

killing -
curse

gives off
green
light

"UNFORGIVABLE CURSE"

PELLICULUS TOTRUS

OLLIVATE



means
memory

(point wand at neck)

IMPERIO
"UNFORGIVABLE CURSE"



STUPID!

WILL SHOOT

SECTUMSEMPRA



(clashing motion)

EXPECTIO PATRONUM



patronus
choron

to summon
the dark
mark



MASMORDE

RIDDIKULUS



FLIPENDO

defense against
a boggart

(point wand at victim)

"UNFORGIVABLE CURSE"



gives off
red light

ADVANCED GUIDE TO
WAND MOTIONS

EXPECTATIO PATRONUM

☆ Harry Potter Spell Book ☆

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Do my homework for me _____

Tidy up my bedroom _____

Make a delicious chocolate cake _____

Take out the garbage _____

Make my bed _____

Make my teacher stay in bed today _____

Bring me a cooked breakfast _____

Make me fly _____

Splat a custard tart in opponent's face _____

Tie opponent's shoe laces together _____

Give everybody the giggles _____

Stick opponent's feet to the ground _____

Make everybody (except me) freeze _____

(Add your own) _____

(Add your own) _____

(Add your own) _____

Name: _____

CREATE YOUR OWN SPELLS!



Have fun making up some names for your own magic spells, just like the ones that Harry Potter and his friends learn at Hogwarts.

Try to think up some very good, ancient-sounding names using Latin root words, English words, or even your own words!

Fly like a bird _____

Hop like a bunny _____

Stand on one foot _____

Give everybody the giggles _____

Freeze _____

Fall asleep _____

Dance like a ballerina _____

Add your own description and spell:



Quaffle Throw

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Adapted Physical Education

Game Skills: throwing skills Lead up: Muggle Quidditch

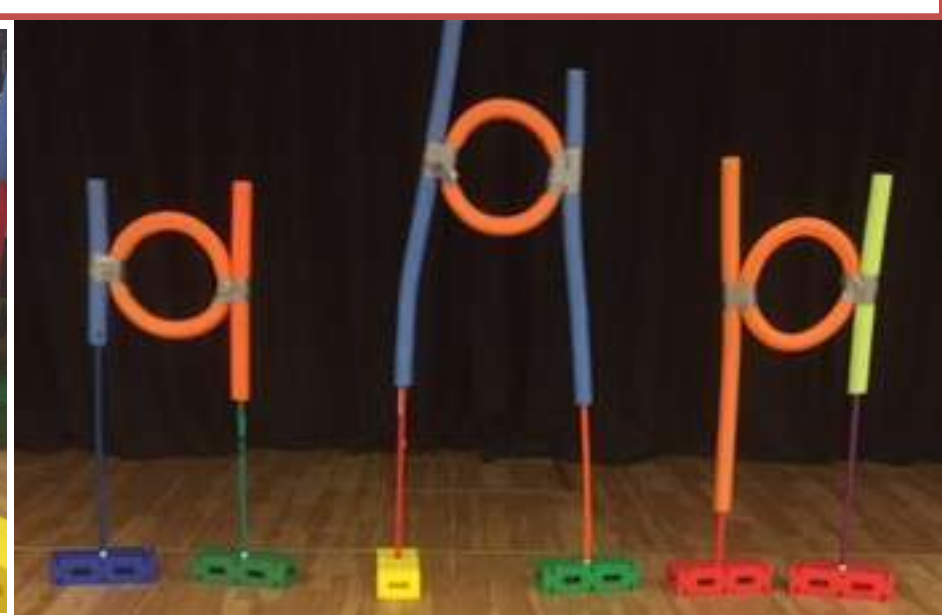
Gravel Level: all

Select the type of ball that you wish the class to use as a quaffle. (mini beach balls; CATCH balls; nerf balls, yarn balls, etc)

Select the distance to throw into the rings (may vary distance for different students according to skill level)

Each ball that is successfully thrown through the ring is tallied as 10 points. Scorekeeper or teacher keeps track of score for each team.

Variations: add a defender, set up four goal areas and have a defender from each team. You can have a set amount of ball at each game section, teams rotate to the 3 goal areas adding their scores.





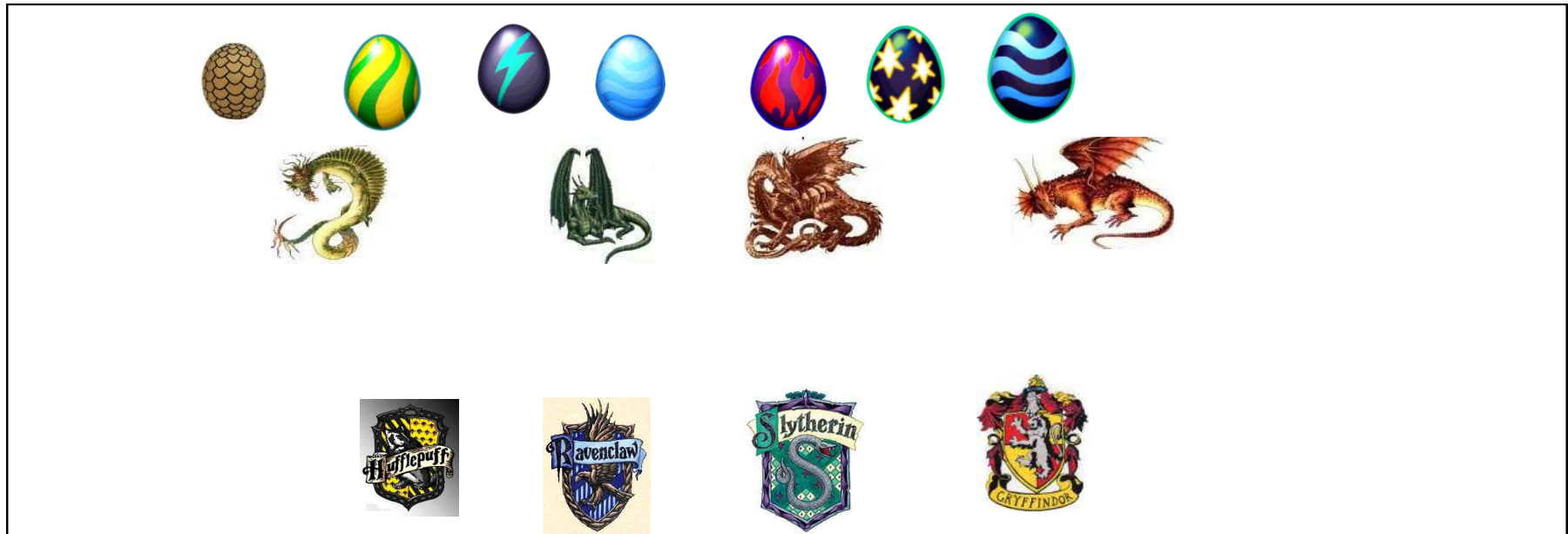
Capture the Dragon Egg

Game Skills: dodging, tagging, running/motor ability, strategy

Gravel Level: all

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Select boundary lines of playing area (gym lines)

Game 1: Each team house gets to choose a person to be a dragon to defend the eggs. All the remaining house members line up on opposite side and sends 1 player over to try to steal a dragon's egg. If a dragon tags you, you must return to the starting line.

Variations: all players can go at once.

Variations: reduce the number of dragons

Variations: have one house team be dragons, the rest of houses try to steal, rotate for all to be dragons



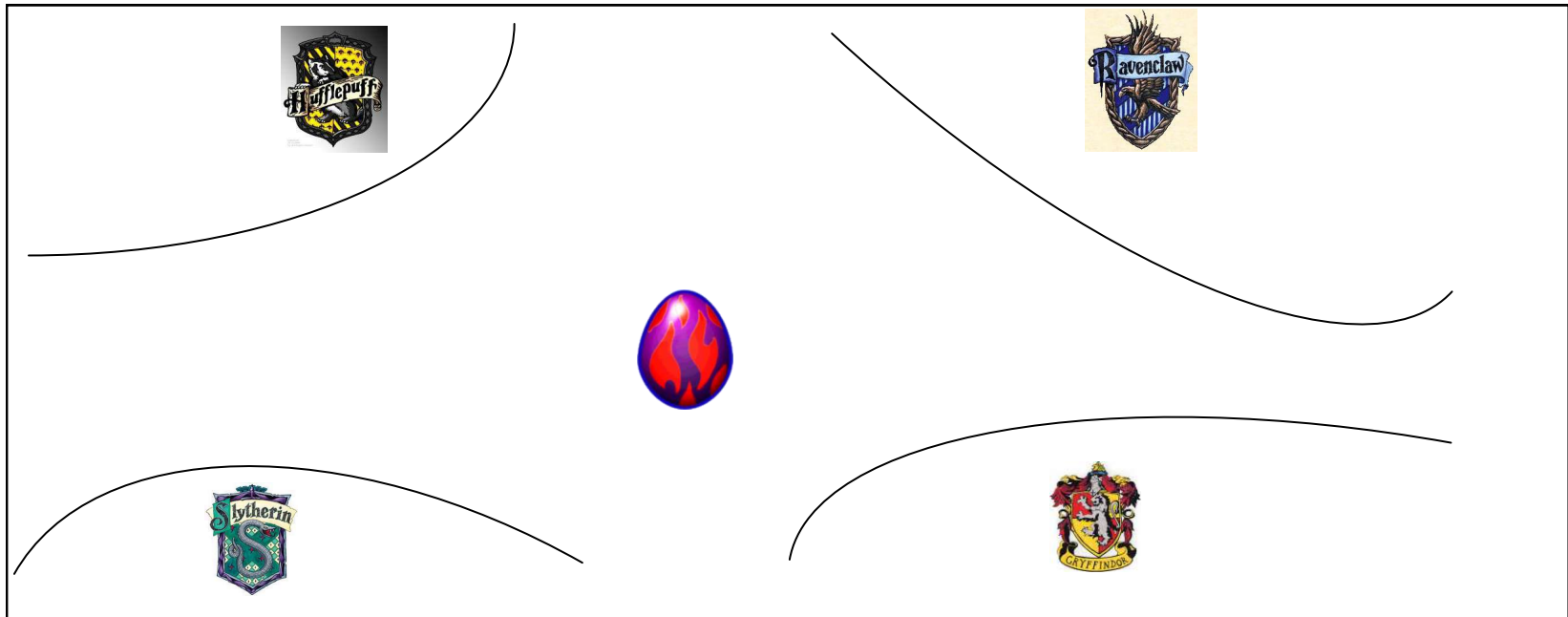
Steal the Dragon Egg

Game Skills: dodging, tagging, running/motor ability, strategy

Gravel Level: all

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Select boundary lines of playing area (gym lines)

Game 1: Each team house is in a corner of the playing area. Each team gets a number. Hufflepuff 1. Ravenclaw 2. Slytherin 3. Gryffindor 4. Each team makes a running order from first to last, in order to know whose turn it is.

Game is played with same rules as "Steal the Bacon". Teacher calls out the number and house sends out a runner to try and steal the dragon egg. Who ever does not get the egg tries to tag the one who does. If the runner gets there safely they get to keep the dragon egg. House receives 5 pts for each egg.

Keep the game going by adding more eggs from the dragon's home (off on sidelines)







Dragon's Tail

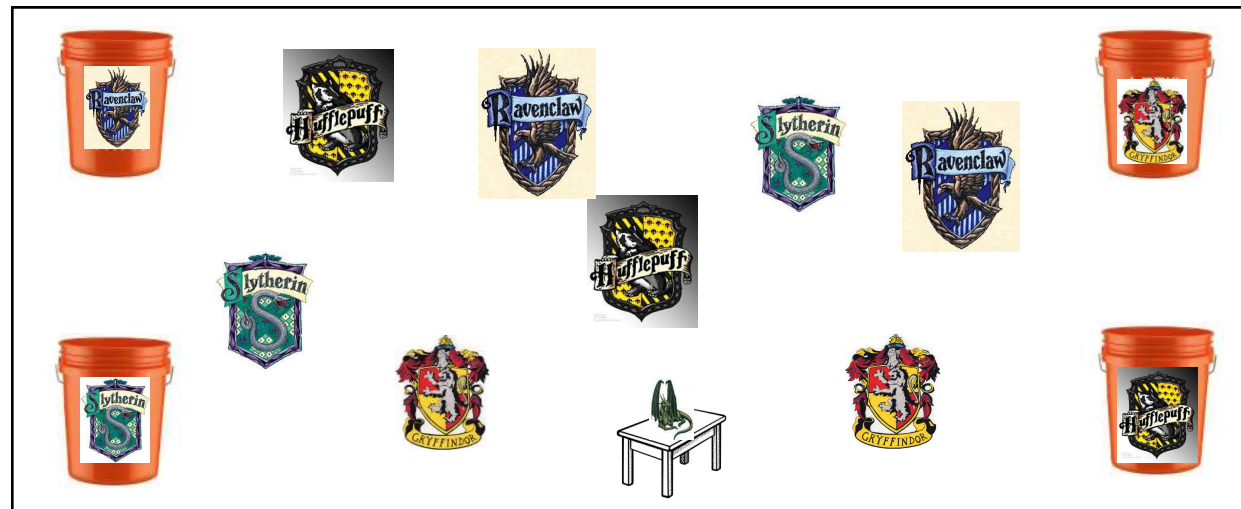
Game Skills: dodging, cardio, running/motor ability, strategy

Gravel Level: all

Kim Catalfamo

Adapted Physical Education

Homemade Crocheted Dragon Tails to be tucked in belt loop or waist elastic; hanging from wheelchair or walker



Select boundary lines of playing area (gym lines)

Each student from all the houses receive a dragon's tail which they attach to themselves or their mobility device.

Object is for the house team members to steal the dragon's tails from all the other houses.. You cannot steal a tail if your tail has been stolen, must get a new one before you begin again. You get a new one by going to the Dragon Table in the playing field and take it off the table and re-attach. Once you steal a tail, you put it into your house team's bucket. Game ends when all tails are gone. If you no longer have a tail and no tails are available for you to get you return to your house bucket and start counting tails.

Variations: Those without a tail when no tail remains can remain on the floor protecting their teammates, but cannot steal the tails of opposing teams.