

Preparation:

1. Divide the gym into four sections by placing cones across the center of the width of the gym and the center of the length of the gym.
2. Lay four gymnastics mats in each section, approximately 20 feet from each other. These are the battleships. (Because your gym will be longer than it is wider, you need to establish an equal distance. Otherwise, the kids will only throw at the closest mat.)
3. Place one basket of yarn balls at each mat.
4. Place one scooter at each mat.
5. Place six Styrofoam bowling pins on each mat.

Instructions:

1. Divide the class into four teams and have each team stand on their mat.
2. Instruct the teams to set up the pins on their mat. The teams should consider the following things when setting up the pins.
 - a. Players are going to be moving around on the mat.
 - b. Other teams are going to be throwing at their pins.
3. Give the teams 2 minutes to set their pins.
4. Tell the teams that, on the signal, they are to pick up one ball out of the basket and throw it at another battleship to try to knock down the pins. They may throw at any other battleship.
5. If a team runs out of balls, one player from their team may get on the scooter and take the basket and retrieve balls for the team. This person may not leave this team's designated area.
6. Players must have one foot in contact with the battleship at all times. If you step off the battleship with both feet, then you must knock down one of your own pins.
7. Blocking, guarding and catching are allowed. However, players must stay standing and may not touch the pins in an attempt to keep them upright.

Objective:

1. To keep your team in the game the entire time while knocking other teams out.

Variations:

1. Give the teams a time challenge. For example, the challenge might be to keep your pins standing for five minutes. If a team's pins are knocked down, then that team does 25 jumping jacks and then resets the pins and starts again. Celebrate those teams that are able to keep their pins up the whole time.
2. The game can be played elimination style. When a team's pins are all down, then they are out of the game.
3. Allow players to put a pin back up if they catch a throw in the air.
4. Allow players to put up two pins if they catch a ball with one hand in the air.

