

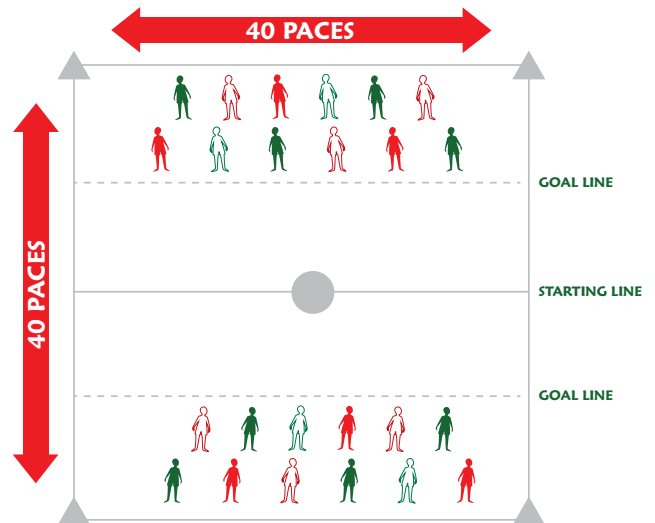
# Stop the Grinch!

## Ready

- 2 cage balls (or similar large inflatable ball)
- 1 foam or light weight ball per student
- 12-24 spot markers (for starting and goal lines)
- 4 cones for boundaries

## Set

- Create large (40 x 40) activity area.
- Create a starting line (half court line or use spot markers).
- Create a goal line on each side of the center line 10 paces away.
- Place 1 cage ball in the center of the start line.
- Each team must start behind their own goal line, half of the students holding a ball.



## GO!

1. The object of **Stop the Grinch!** is for your team to prevent the Grinch (*cage ball*) from getting to your village (*goal line*) to steal everyone's presents. You do that by throwing snowballs (*foam balls*) at the Grinch until the Grinch reaches the other team's village (*goal line*).
2. On the start signal, both teams begin throwing snowballs at the Grinch. Play continues until the Grinch reaches the other team's village (*crosses one of the goal lines*).
3. Rules:
  - Students may throw only from their side of the starting line.
  - Students may go anywhere on their own side of the starting line or outside of the boundaries to retrieve a ball.
  - A point is scored each time a team gets the cage ball to cross the other team's goal line.
  - After each score the cage ball is placed back on the starting line.
  - Touching the cage ball is not allowed, if touched the other team gets a point and then play starts over again.
4. We will play until 1 team reaches "x" points (*choose a score to play to or create a time limit*).

## Challenges

- Can you throw with your opposite hand?
- How quickly can you get the Grinch into the other team's village?