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?