

Team Meteor Shower

Item #18326



• Overview:

- It's a tossing frenzy with Team Meteor Shower! FlagHouse and Project Adventure have partnered up to create this unique and exciting cooperative challenge activity. We're confident that your participants will have a blast with this exciting game!
- Everyone can participate at their own ability and skill level in this fun large group initiative game where team members aim balls into colorful buckets valued with a point system. Participants serve different roles and work together to help each other score the most points possible.
- Includes 8 plastic cone boundaries; 12 colored Multi-Buckets (8 1/2"H x 8" dia.); 6 red Keepers!™ Buckets (14 1/2"H x 8" dia.); 36 colored tennis balls; and 36 high density foam balls.

• What Are the Educational Applications?

- This activity is a small group challenge that fosters teamwork and group thinking.
- To play the Team Meteor Shower game the group must combine their thinking skills, with the knowledge of what they have learned from past experiences. Teams must work together; and think, act and move together. It also combines tossing skills with fitness and teamwork.
- The post activity debriefing is an important part of the learning process.

• How Can I Use This Product With My Students?

- **Who:** On a large, safe flat area with a surface that allows balls to bounce.
- **Age:** Students in grades 2 through 10.
- **Group Size:** 10 to 35
- **Basic Skills Needed:** Teamwork, cooperative skills, tossing, problem solving, fitness and decision-making skills.

- **Set Up/Instructions:** In the large flat surfaced area place buckets at varying distances away from the tossing line.



The Games/Activities

• **Activity #1: One Minute Toss**

- Objective:** The team gets one minute to see how many points they can score by tossing the balls into the buckets.
- NASPE Standards:** 1, 2, 3, 4, 5, 6
- Set Up:** The team selects 3-4 players to become retrievers, and the remainder players on the team will be tossers. The retrievers will return the balls to the tossers by rolling them back.
- How to Play:** Rules are as follows.

Rules:

- Retrievers may not help or direct a ball into a bucket.
- The players begin tossing the balls from behind the tossing line. Tennis balls work best, but you can use yarn/fleece balls, beanbags or any tossing objects.
- The first row of buckets has a 1 point value, the second row a 5 point value and the last (furthest) row earns a 10 point value.
- Tossers must remain behind the throwline.
- Retrievers can roam, but only to retrieve balls.
- Players cannot change roles during a session.
- This is a decision-making activity and should be played more than once so players can attempt to change roles and tactics. Allow time between attempts so new tactics/ideas can be discussed.

e. **Extensions:**

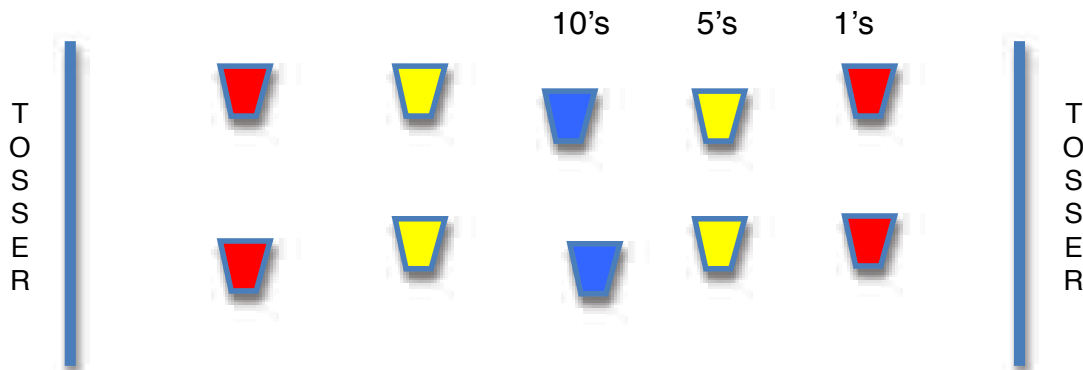
- Change retrievers each game.
- Make the better tossers toss with their opposite hands.
- All tosses must be on one bounce before they can enter the bucket.
- Extend the size of the field.
- Move the bucket further away from the toss lines.
- Use non-bouncy items or different weighted items to add more challenge to getting the items in the buckets

• **Activity #2: Five in a Bucket**

In this activity the team tries to see how many buckets they can fill with five balls. This can be a timed event or an event in which the team must fill a number of buckets. Same rules and extensions apply.

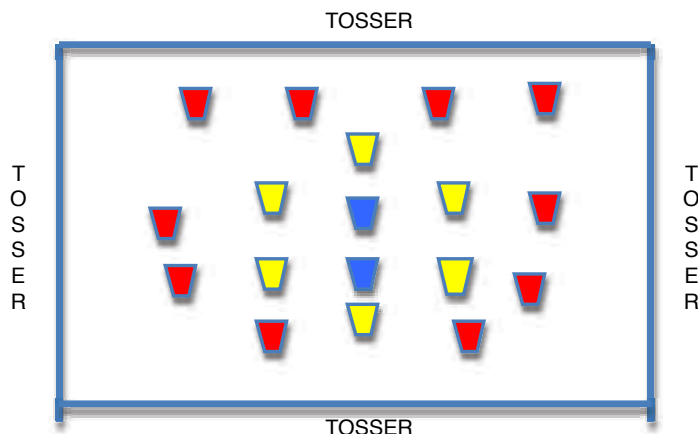
• **Activity #3: Double Doubles**

Place tossers on both ends of the area and have the values of the buckets go from 1, 5, 10 starting at each end. Retrievers can return the balls to either side. See diagram below. Additional buckets are needed. Same rules and extensions apply.



• **Activity #4: All Sides In**

Start the game with tossers on all sides of the area and retrievers in the middle. Tossers may attempt to score from all sides and retrievers may return balls to any sides. Same rules and extensions apply. *See diagram*



• Post-Activity Discussion Questions

- a. If a good tosser is recognized, should that person be encouraged to keep tossing or become a retriever?
- b. If a tosser continues tossing without much success, should they become a retriever?
- c. What's more important: A Tosser, Retriever or something else?

• Safety Issues & Concerns

- Do not aim tossed items at fellow players.
- Students need to be aware of one another as to not bump into each other while playing the games.
- Avoid body contact to limit injuries.

Meets These NASPE Standards

1. Demonstrates competency in motor skills and movement patterns needed to perform a variety of physical activities.
2. Demonstrates understanding of movement concepts, principles, strategies, and tactics as they apply to the learning and performance of physical activities.
3. Participates regularly in physical activity.
4. Achieves and maintains a health-enhancing level of physical fitness.
5. Exhibits responsible personal and social behavior that respects self and others in physical activity settings.
6. Values physical activity for health, enjoyment, challenge, self-expression, and/or social interaction.



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In the US: FlagHouse, 601 FlagHouse Drive, Hasbrouck Heights, New Jersey 07604-3116 Phone 800.793.7900 201.288.7600 Fax 800.793.7922

In Canada: FlagHouse Canada, 235 Yorkland Blvd., Suite 105, North York, Ontario M2J 4Y8 Phone 800.265.6900 416.495.8262 Fax 800.265.6922

International Customers: FlagHouse, 601 FlagHouse Drive, Hasbrouck Heights, New Jersey, 07604-3116 USA Phone 201.288.7600 Fax 201.288.7887