



Hoop Curling Target Games

Equipment



Hoops



Cone



Tactical Focus

Proximity to Target

Avoiding Obstacles

Creating a Dynamic Reaction

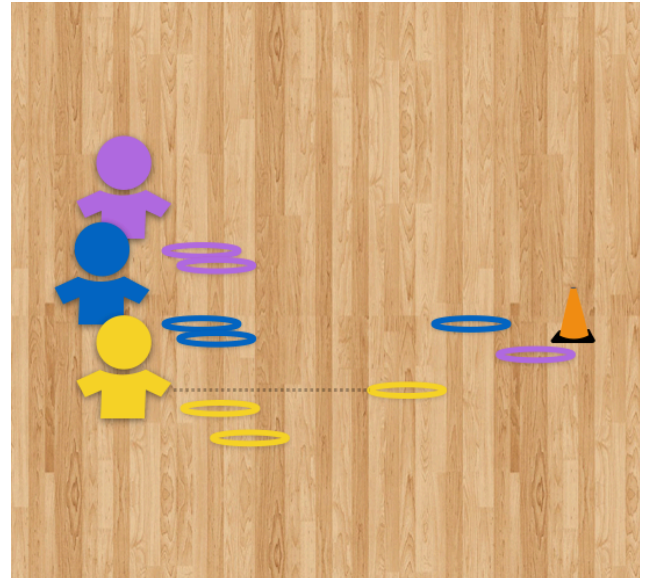
Defending Space/Objects

Getting Last Shot



Description

- Divide students into groups of 3.
- Each student has different coloured hoops.
- Place a Cone as the target at a set distance from the players.
- Players take turns sliding a hoop across the floor towards the cone.
- The player how gets the hoop closest to cone score a point.
- Winning player gets to move the cone prior to the the next round to create a new target.



Modifications (Change It!)



Change it Up

Stand farther away from the target.

Throw Hula Hoops in the air and score an instant win if you get it to land over the cone.



Change It!

Vary the sending method - slide, throw, kick.

Throw a different type of object.



Change it Down

Stand closer to the target.

Score point for every time you hit the cone with a hoop.



Assessment



Emerging

Player has difficulty sliding hoop towards the target.



Developing

Player can slide hoop in general direction of target.



Competent

Player can slide hoop accurately towards the target.



Proficient

Player can slide hoop accurately toward the target, avoiding other hoops or using dynamic reactions.



Questions

What decisions did you need to make before sliding your hoop?

How did the position of your opponents hoops affect your turn?

What was a strategy you used in this game?

When you were placing the cone, what strategy did you use to decide on where to place it?