Scooter Curl Target Games

Equipment

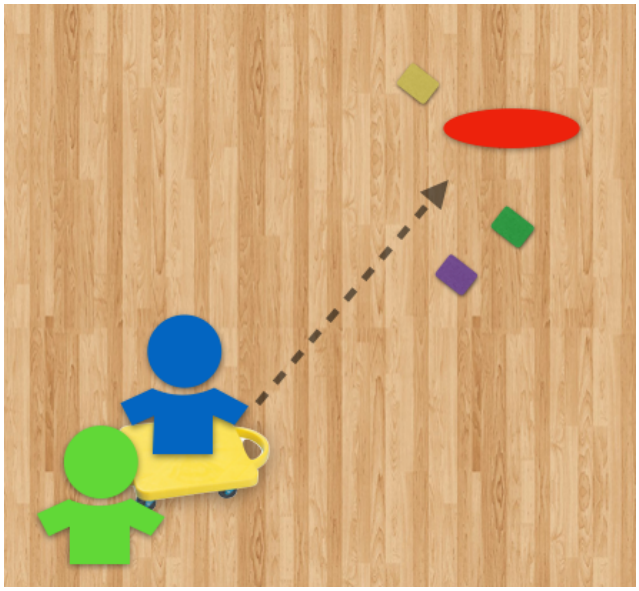
- Poly Spot
- Bean Bags
- Scooter Board

Tactical Focus

Proximity to Target | Avoiding Obstacles | Creating a Dynamic Reaction | Defending Space/Objects | Getting Last Shot

Description

- Divide students into partners
- Each pair has a scooter board and a bean bag
- One player sits on the scooter board holding a bean bag.
- Their partner pushes them towards the poly spot on the floor.
- When the scooter board stops the player riding the scooter places the bean bag in the position they stopped.
- Partners switch roles.
- Player with bean bag closer to the poly spot at the end is the winner.



Modifications (Change It!)

Change it Up

Stand farther away from the target.

Have player on scooter board propel themselves towards target.

Change It!

Push scooter board without someone sitting on it.

Leave scooter boards in the playing area after throw to create obstacles.

Change it Down

Stand closer to the target.

Have more than one player pushing the scooter board and allow multiple pushes.

Assessment

Emerging

Player has difficulty pushing scooter towards the target.

Developing

Player can push scooter in general direction of target.

Competent

Player can push scooter accurately towards the target.

Proficient

Player can push scooter accurately toward the target, with an appropriate level of forces.

Questions

How did you communicate with your partner during the game?

What other types of games/sports require you to be accurate?

What was a strategy you used in this game?

Which role did you find more challenging? To push or be pushed?