



## Circle Pinball

By IAN Staff on 03/02/2020

Organization: Indiana Afterschool Network

### Lesson Summary

#### Lesson Description:

In this circle game, children are “flippers” and use a ball to tag the player in the middle of the circle

**Group Size:** 5-10

**Location:** Gym

**Estimate Time for Lesson:** 30 minutes

**Estimated Time for Planning:** 15 minutes

- Subject(s) Check all that apply:
  - Healthy Eating and Physical Activity (HEPA)

#### Other:

- Grade(s) Check all that apply:
  - Kindergarten
  - 1
  - 2
  - 3
  - 4

#### Materials/Resources Needed:

1 large ball

#### Lesson Objective #1:

Practice agility and coordination

#### Lesson Objective #2:

#### Lesson Objective #3:

### Lesson Procedure

#### Introduction/Attention Grabber:

Who would like to play a game called Circle Pinball? What kind of game do you think it is?

#### Instructions:

Players called Flippers stand in a circle facing outward with their feet wide apart and touching a foot of the players on each side.

1 player stands in the middle as the Moving Target. 1

Flipper holds the ball. Flippers bend down and swing their arms between their legs like flippers on a pinball machine. They try to hit the Moving Target with the ball. Flippers can hit, catch or throw the ball.

The Moving Target avoids getting hit.

If the Moving Target is hit, she changes places with the Flipper who threw the ball.

#### Checking for Understanding:

Observe game play to make sure students are following the rules.

### Lesson Adaptations

#### Time Adaptations:

This game can be as long or short as needed based on time and size of group.

**Location Adaptations:**

This game can also be played on the playground.

**Age Adaptations:**

Team Stride Ball (for younger children): Players stand facing inward. The player in the center holds the ball and tries to roll it outwards between the legs of the players. The players in the circle try to stop the ball by using only their hands. If the ball rolls through a player's legs, she changes places with the center player.

## Learning Style Adaptations

**Describe any adaptations for Visual Learners, Auditory Learners, Kinesthetic Learners, Advanced Learners, Special Needs Learners, ESL Students, At-Risk Students:**