**Kick Curling**

**EQUIPMENT:** gator skin balls (one per student), 1 soccer ball for each game

A screenshot of a video game

Description automatically generated**PLAYING AREA:** field

**SET-UP:**

* Divide the class into teams of about four on each team. Adjust numbers where necessary. The diagram above shows a game between two teams, yellow and black, but several games could be set up.
* Give each student their own gator skin ball.
* Provide a soccer ball for each game.

**OBJECTIVE:**

* The objective is to kick your gator skin ball as close as possible to the soccer ball target.

**RULES:**

* To start, a player on one of the teams kicks a soccer ball within range for other players to reach it with their gator skin balls.
* Teams will then alternate to kick gator skin balls as close as possible to the soccer ball. Each player kicks their own ball.
* If a gator skin ball hits and moves the soccer ball, then the soccer ball stays where it came to rest. This means that the target could change within a round.
* After all players have kicked, the team that ended up closest to the target scores a point. If they have two gator skin balls closer to the target than their opponents, then they would score 2 points, and so on. In the diagram above, the yellow team is scoring 2 points. However, if the final black ball ends up closer to the target than any of the yellow balls, then the black team would score a point.
* The team that scores points in a round kicks the soccer ball to a new target spot for the next round. They are also the first team to kick a gator ball towards the target.

**GAME VARIATION:**

* Have students kick the soccer ball as far as they can, and then allow players to kick their gator skin balls twice, instead of just once, to get as close as possible to the target.

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