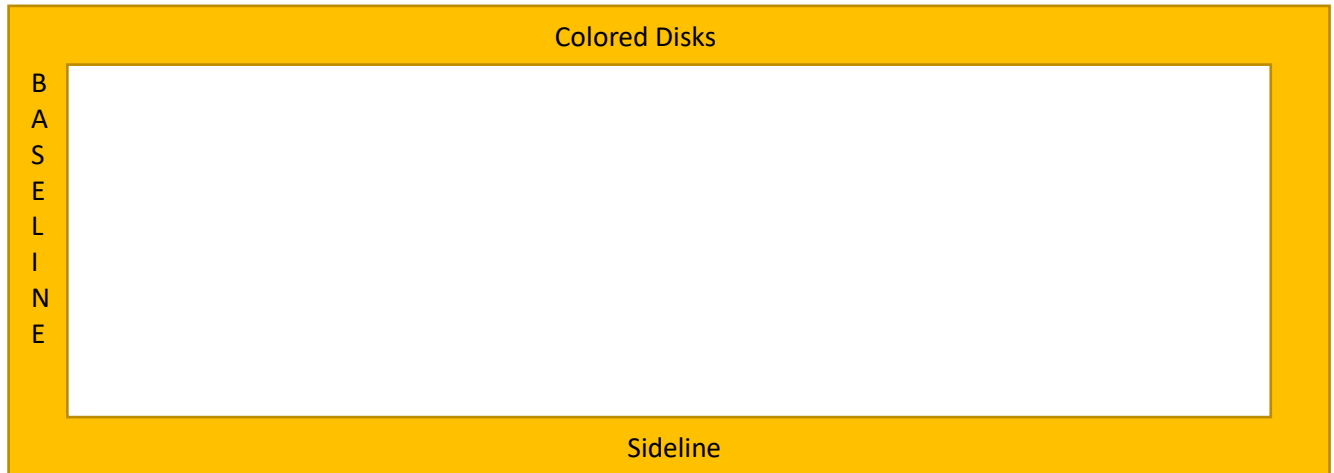## Fire in the Forest Dodgeball

Purpose: Running, Agility, Throwing

Equipment: Dodgeballs

Set Up: Set-up a grid 30'x30' as shown below

	Colored Disks
B A S E L I N E	
	Sideline

Execution:
- Coach, or designated player, starts on the sideline as the hunter.
- All other players start on the Goal-line
- Coach thinks of 4 animals that live in particular habitat (i.e. Forest Animals: Bear, Wolf, Deer, and Mountain Lion). All of the kids choose the animal they want to be (they do not tell the coach).
- Coach calls one of the four animals. All the kids who chose that animal run across the forest.
- The hunter(s) stand on the sideline and try to hit one of the animals with the dodgeball. The Hunters are not allowed on the court.
- If an animal gets hit by a dodgeball below the shoulders, they become a hunter.
- Coach continues to call animals until all kids have crossed the forest.
- When coach yells "Fire in the Forest" all of the animals have to run.
- Once all of the kids made it across the coach does a new habitat and pick four new animals
  - Desert – Rattle Snake, Lizard, Camel, Scorpion.
  - Ocean – Shark, Whale, Dolphin, Seahorse.
  - Sky – Owl, Hawk, Eagle, Hummingbird.
  - Jungle – Tiger, Jaguar, Gorilla, Python.
  - House – Dog, Cat, Fish, Hamster.
  - Artic – Penguin, Polar Bear, Walrus, Narwhal.
  - African Savanna – Elephant, Giraffe, Tiger, Zebra.
  - Land of Make Believe – Unicorn, Big Foot, Mermaid, Leprechaun.
  - North Pole – Rudolph, Elf, Frosty the Snowman, Santa
  - Be Creative and have the kids help you pick the animals.
- The last 4 remaining animals receive a point for their team.