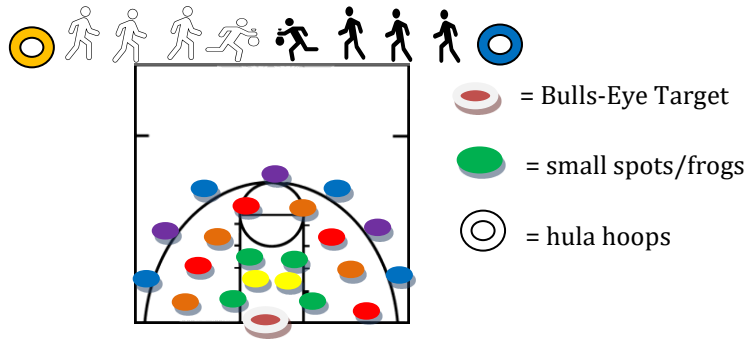


Frog Catcher Relay Race

Purpose: Throwing

Equipment: Large colored spots, small colored spots, hula hoops, Snag Target, Snag Balls

Set Up: Spread 4 small colored spots of each color around the field (Yellow & Green = Key, Red & Orange = 2-pointers, Blue & Purple = 3-pointers). Put 1 large colored spot/player down the sideline to show the players where to stand. Put a Hula Hoop on the corner of the sideline/baseline for each team.



Execution:

- Break players into teams and have them stand on sideline on their team spots.
- This game is the same as Pokemon, only now the players only get 1 throw, and the spots are worth different points..
- Start with a practice round. Call up a player and have him try to throw the ball and catch the color frog you call out. Go through all of the colors: Green Spots, then yellow, orange, red, blue, purple
- Once all players have gone through each color, introduce the Storyline to “Frog Catcher”
- Let the players know the frog scoring system:
 - a. Green Tree Frog = 1-point/Yellow Sun Frog = 1-point
 - b. Orange Sun Frog = 2-points/ Red Lava Frog = 2-points
 - c. Blue River Toad = 3-points/ Purple Horned Toad = 3-points
- **If he/she makes the throw**, they get to grab the frog from where they made it (spot) and put it in the Hula Hoop (frog net).
- **If he/she misses the throw**, they do not grab the frog. The player only gets 1 shot attempt.
- **Make or miss** after 1 shot, the player who just threw the ball goes back to their line and gives a high-five to the next player in line
- Reinforce storyline, technique, game flow, and sportsmanship/encouragement throughout game Repeat until all the frogs are gone.
- At the end of the game, the team with the most frog points in their Hula Hoop wins!