



DODGEBALL GAMES (AGES 6-11)

ACTIVITY REFERENCE GUIDE

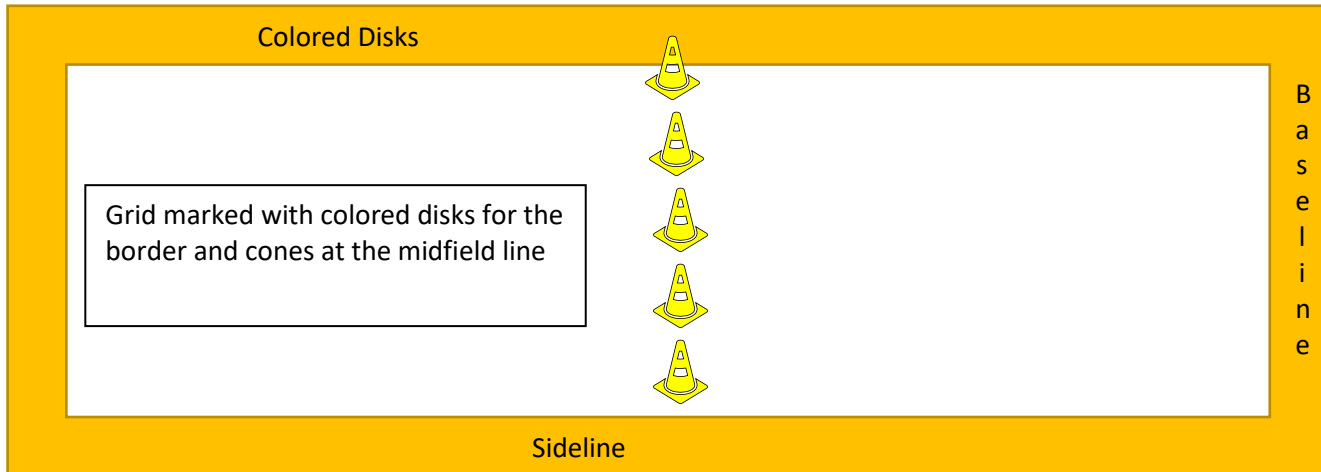


Star Wars Dodgeball

Purpose: Teamwork, Strategy, Catching, Agility

Equipment: Spots/Disks, Dodgeballs

Set Up: Set-up a large dodgeball game grid with a midfield line to separate the two sides.



Execution:

- Divide players into camp teams and have them stand on their team's baseline.
- Put half of the dodgeballs on each side of the field
- When coach blows his/her whistle, the game begins and all of the players grab a dodgeball and start throwing the ball at the other team.
- If a player gets hit by a ball below the head, they are out and must take a knee where they were hit.
- If the ball bounces first it doesn't count. If the ball hits the player in the head, it doesn't count
- If a player catches the ball, the player who threw the ball is out
- Each team has Characters who have special powers
 - **Yoga** – If they get hit, the game is over and the other team wins
 - **Boba Fett** – Is allowed to go on to the other team's side of the field and throw their ball at a player. If they get hit on the other team's side of the field, they must stay seated on that side of the field and cannot be rescued by BB8 or R2D2. The only way to get back in the game is if Chewbacca catches the Ball or C-3PO destroys the Hula Hoop Tower (if character is included)
 - **Jango Fett** – Is allowed to go on to the other team's side of the field and throw their ball at a player. If they get hit on the other team's side of the field, they must stay seated on that side of the field and cannot be rescued by BB8 or R2D2. The only way to get back in the game is if Chewbacca catches the Ball or C-3PO destroys the Hula Hoop Tower (if character is included)
 - **Chewbacca** – If Chewbacca catches the ball, everyone on their team is back in the game, including the Boba Fett
 - **Han Solo** - If Han Solo gets hit by a ball, he must take a knee like everyone else. If Han Solo can grab a ball while down on one knee, he is back in the game.
 - **BB8 (Medic Droid)** – If a player gets hit by a dodgeball below the head, they have to sit down or take a knee where they got hit. If the BB8 taps that player on the head or shoulder, they are back in the game and get to stand up and continue playing
 - **R2D2 (Medic Droid)** – If a player gets hit by a dodgeball below the head, they have to sit down or take a knee where they got hit. If the R2D2 taps that player on the head or shoulder, they are back in the game and get to stand up and continue playing
 - **Luke** – Can heal the R2D2. If R2D@ gets out, only Luke can get him/her back in the game by tapping them on the hear
 - **Rey** – Can heal the BB8. If BB8 gets out, only Luke can get him/her back in the game by tapping them on the hear
 - **Darth Vader** – is invincible
 - **Kylo Ren** – Can use a shield to deflect away Dodgeballs



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- **C-3PO** – To use the C-3PO character, you must build a Hula Hoop Tower behind each team. If C-3PO knocks down the tower, everyone is back in the game (including Fett's)
- Each team has to tell the coach who has special powers but not the other team.
- Switch the superheroes after each game.
- Continue as time permits

Comments:

- The number of characters you use depends on the number of players:
 - Small (6+ players/team) – Yoda, Boba Fett, BB8, R2D2, Chewbacca, Han Solo
 - Medium (8+ players/team) – Add Luke & Rey
 - Large (10+ players/team) - Add Darth Vader & Jango
 - XL (10+ players/team) – Add Kylo Ren & C-3PO