



# DODGEBALL GAME (AGES 4-11)

## ACTIVITY REFERENCE GUIDE

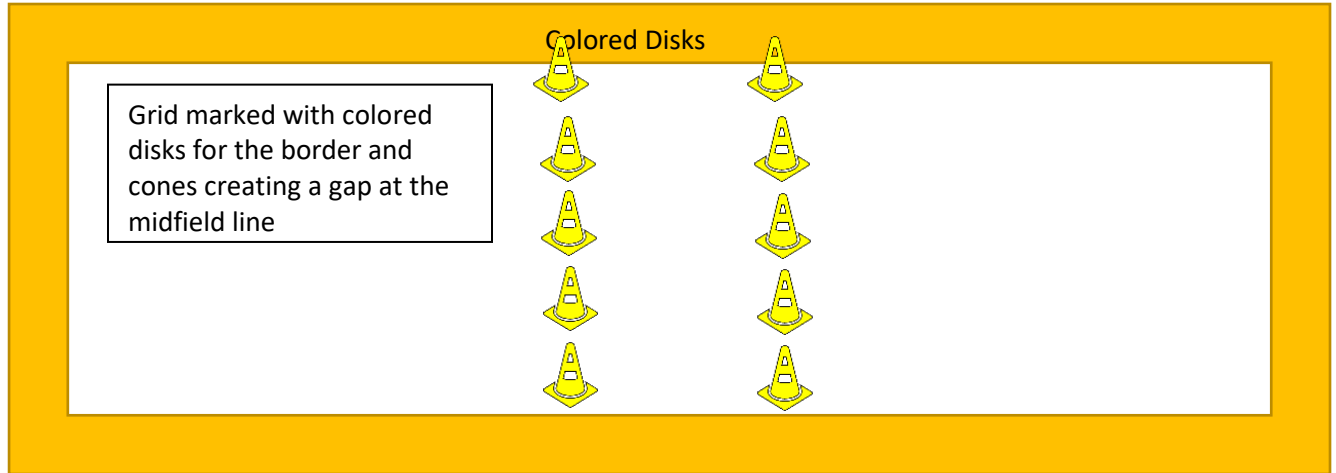


### Heroes vs Villains Dodgeball

Purpose: Running, Throwing, Catching, Teamwork, Strategy, Fun

Equipment: Cones/Disks

Set Up: Use the cones/disks to create a 60' x 30' grid.



### Execution:

1. Half of the players start on one team (Heroes) while the other half starts on the other team (Villains)
2. The area between the cones is the Lava and players cannot enter the lava to collect dodgeballs or throw.
3. Anytime a player gets hit, they must switch teams.
4. If someone gets hit, they must be allowed to cross through the lava and turn around before anyone throws a ball at them.
5. Game continues until everyone ends up as either a hero or a villain.
6. This game can go on forever. It is designed to be constantly changing
7. Most importantly this game teaches INTEGRITY. Award points to players who don't lie or try sneak out of getting out.
8. Watch to make sure players aren't purposely trying to get hit in order to go back to their friends side.