

Thursday | Finger Rocket Dodgeball



WHAT YOU NEED: 2 finger rockets per child, floor tape to divide the game area in two

WHAT YOU DO:

- Before the game: Place a tape line in the middle of your game area to distinguish team spaces.
- Use tape to also make a sideline where kids can stand when they are out.
- Give each kid 2 finger rockets and have them stand at the back edge of their space.

WHAT YOU SAY: The goal of the game is to hit everyone from the opposite team with a finger rocket below the shoulders. If you are hit, you are out and must go to the designated "out" area (just like dodgeball). If you catch a finger rocket in midair, the person who threw it is out and the first kid in the "out" comes back in. If you hit someone above the shoulders, you are out. The game ends when everyone from one team is out.

STARTING THE GAME:

- Count down from three to start the game. Referee the tough calls when kids are not sure who is out.