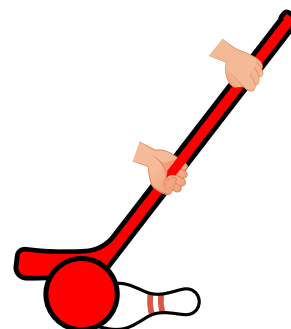


Team Pin Knockdown Floor Hockey

A large-group game that focuses on using force to hit a ball with a hockey stick across the center line in an attempt to knockdown opponent's pins.



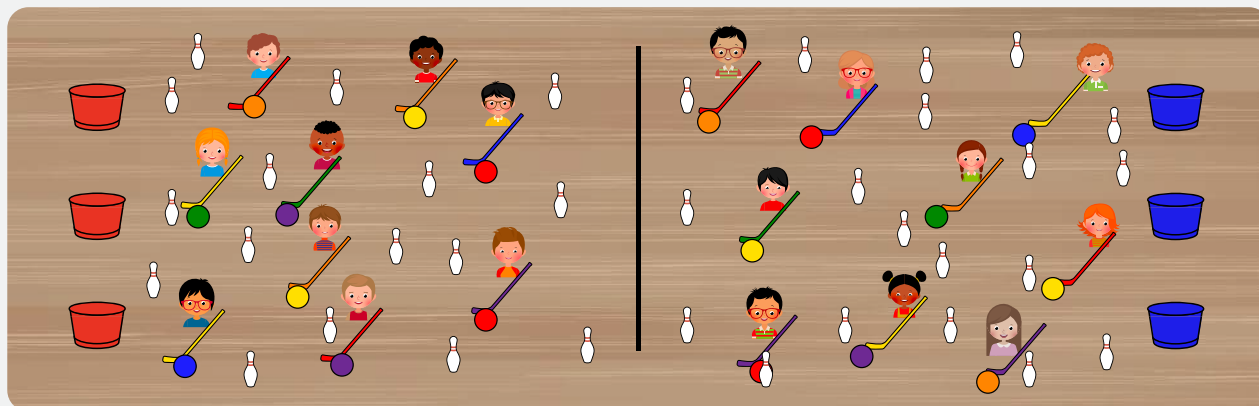
Standard Aligned:

- **PreK-2 1.2.4:** Demonstrates striking with a long-handled implement in a variety of non-dynamic practice tasks.
- **3-5 1.5.11:** Demonstrates striking with a long-handled implement in a variety of practice tasks.

Equipment:

- 1 Hockey stick per student
- Empty buckets/containers
- All the bowling pins you have
- A Bunch of 6" Gatorskin-type balls

Game Set Up: Divide students into 2 teams, every student gets a hockey stick. Each team gets half the pins and half the balls to start. Have teams stand up their pins inside the boundary line on their side of the gym in any formation they choose. Place some empty buckets at the end line or against the wall for students to place pins in when they get knocked down.



Directions:

1. Students can choose to defend pins or knock down pins. Students can change positions anytime during the game and they can have as many players at a position as they want.
2. On the signal, students hit balls that are on their side across the center line at the other team's pins in an attempt to knock them down.
3. If a ball knocks down a pin, a player from the opposing team must pick it up and go place it into a bucket, removing it from the game.
4. If a student who is guarding a pin bumps it and it falls over, they must place it in the bucket. No standing pins back up even if you knock down your own pin by accident.
5. When all the pins are gone, the round is over. Or when time is up, count the number of pins remaining, and the team with the most standing wins the round.

Best Practices:

- No holding pins up with your hands! Encourage students to play fairly and in the spirit of the game.
- When a round is over, have students take the pins back out to the playing area and set them up to get ready to play another round.
- Mixing up the teams after each round keeps students playing with a variety of different people.