KICK GULF

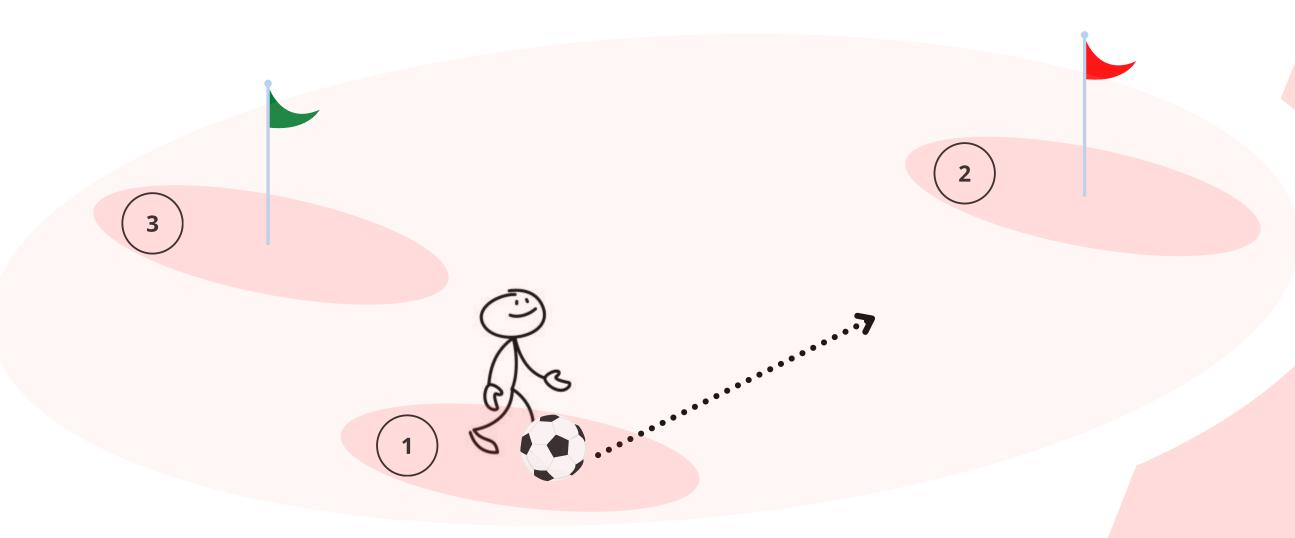
TARGET GAME

EQUIPMENT

- 9x Cones/Hoops (or anything that can be used as a target).
- 1x Soccer ball.

ACTIVITY

- Set up 9 targets (Cones/Hoops/Trees) around your playing area, including a nominated starting point.
- Each student starts with a ball.
- Kicking only the aim is to hit the target with the ball in the fewest shots possible.
- Successfully kicking the ball into Target 1 completes the hole.
- Individuals then use Target 1 as the start point to aim for Target 2, and so forth for all 9 holes.
- Once all 9 holes have been completed, students add their total scores. The lower the score the better.



VARIATIONS

- Increase the size of the playing area.
- Increase the size of the teams (Taking consecutive turns).
- Change the object being used.
- Change the way the object is propelled (eg hit with a racket).

