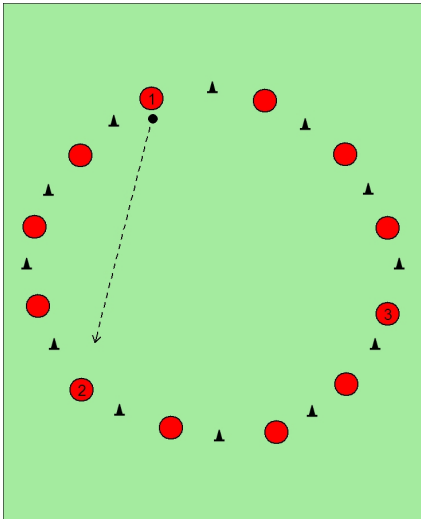




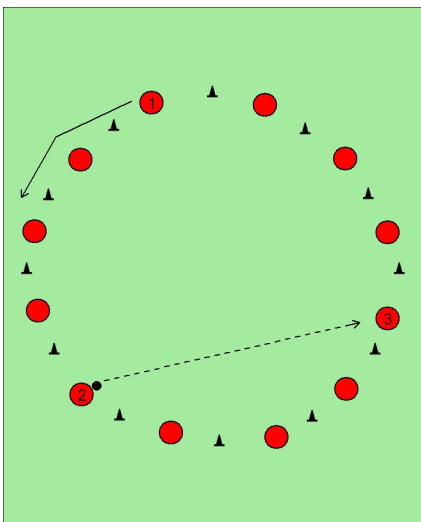
Passing runaround



How it works

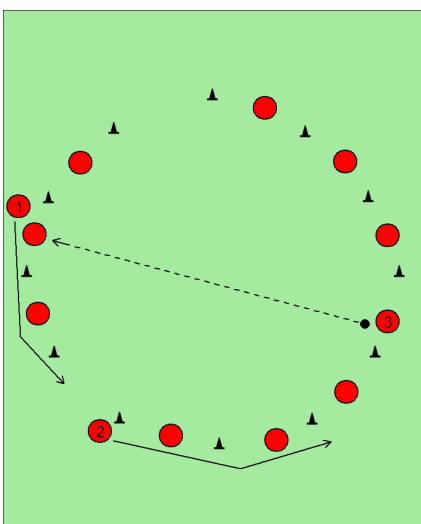
Players stand evenly spaced around the circle.

Player 1 starts by passing the ball to any other player in the circle, in this case Player 2.



Player 1 then has to run around the outside of the circle to take up the position of Player 2.

Player 2 passes across the circle to any other red player, Player 3 in this diagram.



As Player 1 arrives, Player 2 now has to run around the outside of the circle to take up the position of Player 3.

Player 3 controls the ball and passes across the circle to any other red player.

After 30 secs/1min add in another ball. Allow the group a short while to practise with the two balls then challenge them to go 30 secs/1 min with no errors.

If not successful, try again. If successful, add another ball. Allow practise and then challenge the group again. The number of balls that can be kept going will vary depending on the size and ability of the group.

Possible changes

Have two separate coloured teams as in Pinball 2 and both compete

against each other to keep the sequence of passes going for as long as possible.

