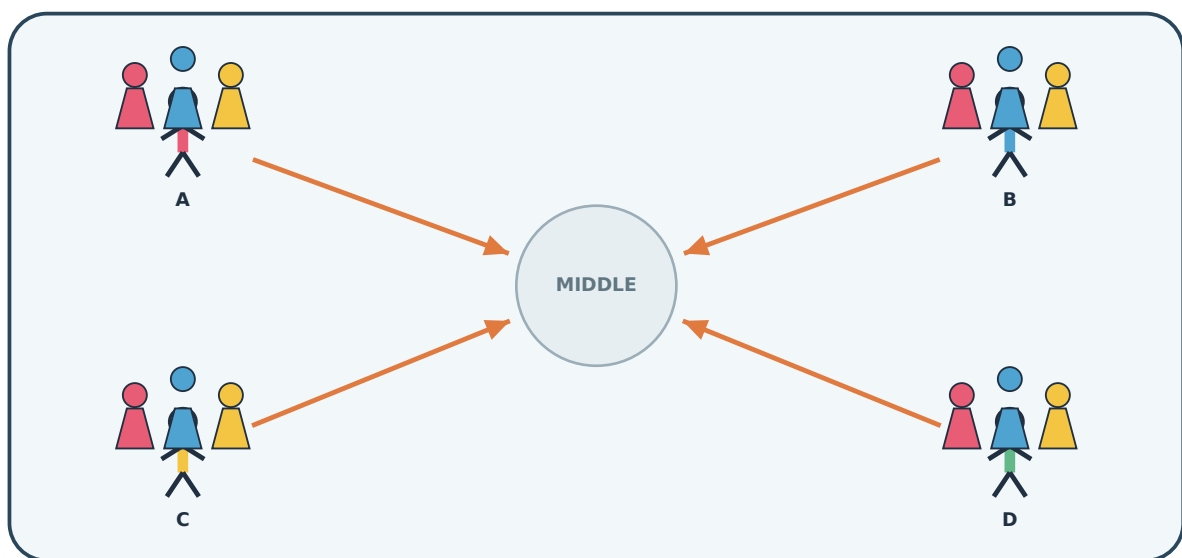


BATTLESHIP

4-PLAYER TEAM VERSION

Four players represent four different teams and compete at the same time. Each player has a starting area with coloured balls on cones.

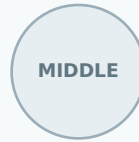
COACH CALL: “B — YELLOW”



HOW THE GAME WORKS

- 1. Set up four players. Each player represents a different team and has their own starting area. Place the coloured balls on the cones in each starting area.
- 2. Coach calls a player and a colour. For example: “Rob — Yellow!” Only Rob reacts to the call.
- 3. Rob collects the called colour. Rob moves to the appropriate ball, collects the yellow ball and brings it to the middle.
- 4. Rob then returns it to his own starting area. The first player to correctly complete the call and return the ball to their starting area wins that round.
- 5. Score the round. The player who wins the call gets 1 point. Reset the ball and prepare for the next call.
- 6. Repeat with all four players. The coach can call any player and any colour, so all four teams remain involved throughout the game.
- 7. Vary the challenge. Change the distance between cones and vary the locomotor skill used to move (for example, run, hop, skip or side-step).

1. RETRIEVE



2. SCORE

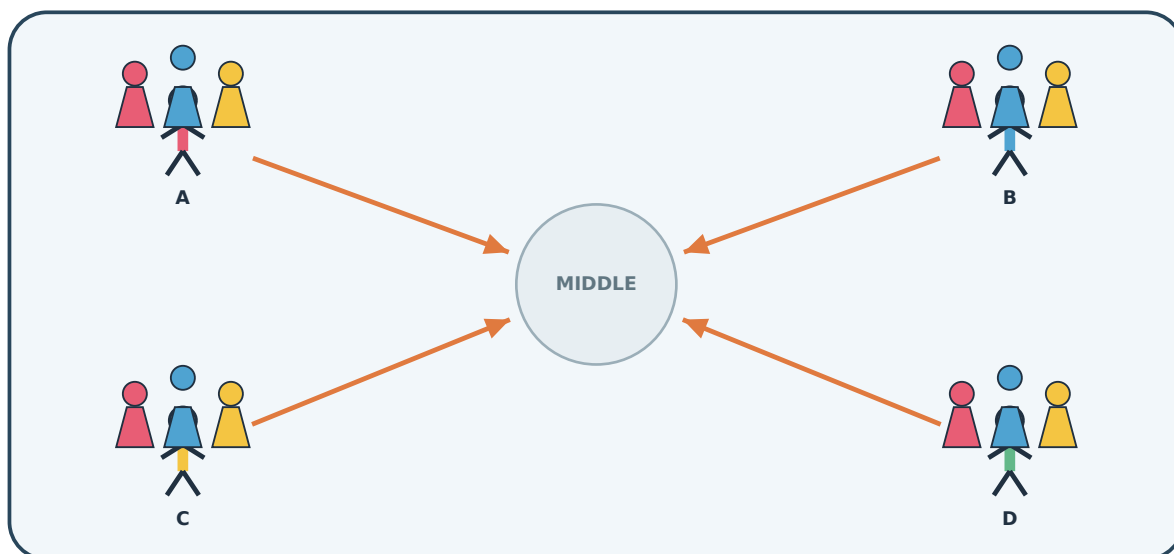


The called player returns the ball to their own starting area to score the call.

OPTION 1 — STANDARD

Four players start at four stations. Use a straightforward locomotor skill.

CALLED PLAYER TAKES THE CALLED COLOUR

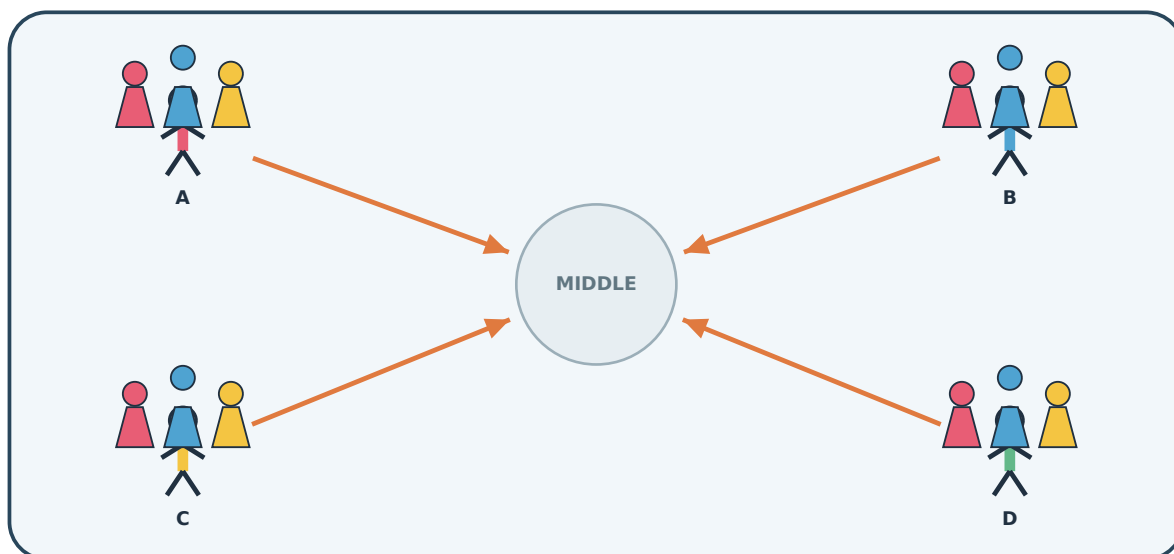


- Coach tip: Call players and colours unpredictably so every team has to listen and react.
- Scoring: Award 1 point to the player who completes the called task first and returns the ball correctly.
- Reset: Put the ball back on its cone before the next call.

OPTION 2 — MORE DISTANCE

Move the coloured cones farther from the players' starting areas.

CALLED PLAYER TAKES THE CALLED COLOUR

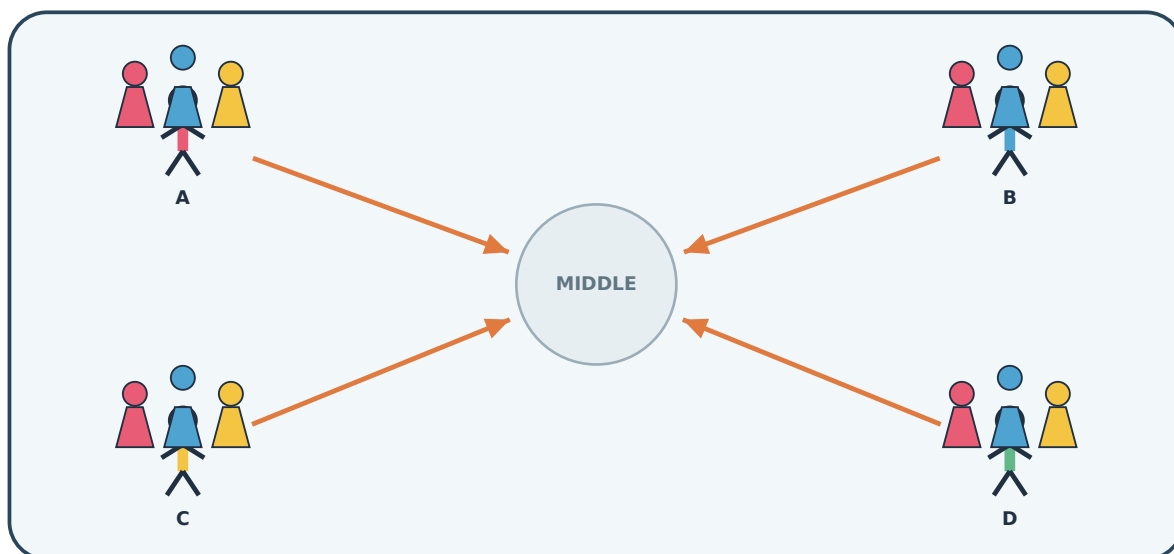


- Coach tip: Call players and colours unpredictably so every team has to listen and react.
- Scoring: Award 1 point to the player who completes the called task first and returns the ball correctly.
- Reset: Put the ball back on its cone before the next call.

OPTION 3 — MOVEMENT CHALLENGE

Keep the same four-player format but change the locomotor skill for each round.

CALLED PLAYER TAKES THE CALLED COLOUR



- Coach tip: Call players and colours unpredictably so every team has to listen and react.
- Scoring: Award 1 point to the player who completes the called task first and returns the ball correctly.
- Reset: Put the ball back on its cone before the next call.