

Hungry Hungry Humans Activity Guide (W12938, W12939 and W12940)

Equipment:

Included:

Scooters – 6 (size and style varies, depending on which pack was purchased)

Ball Pit Balls – 100

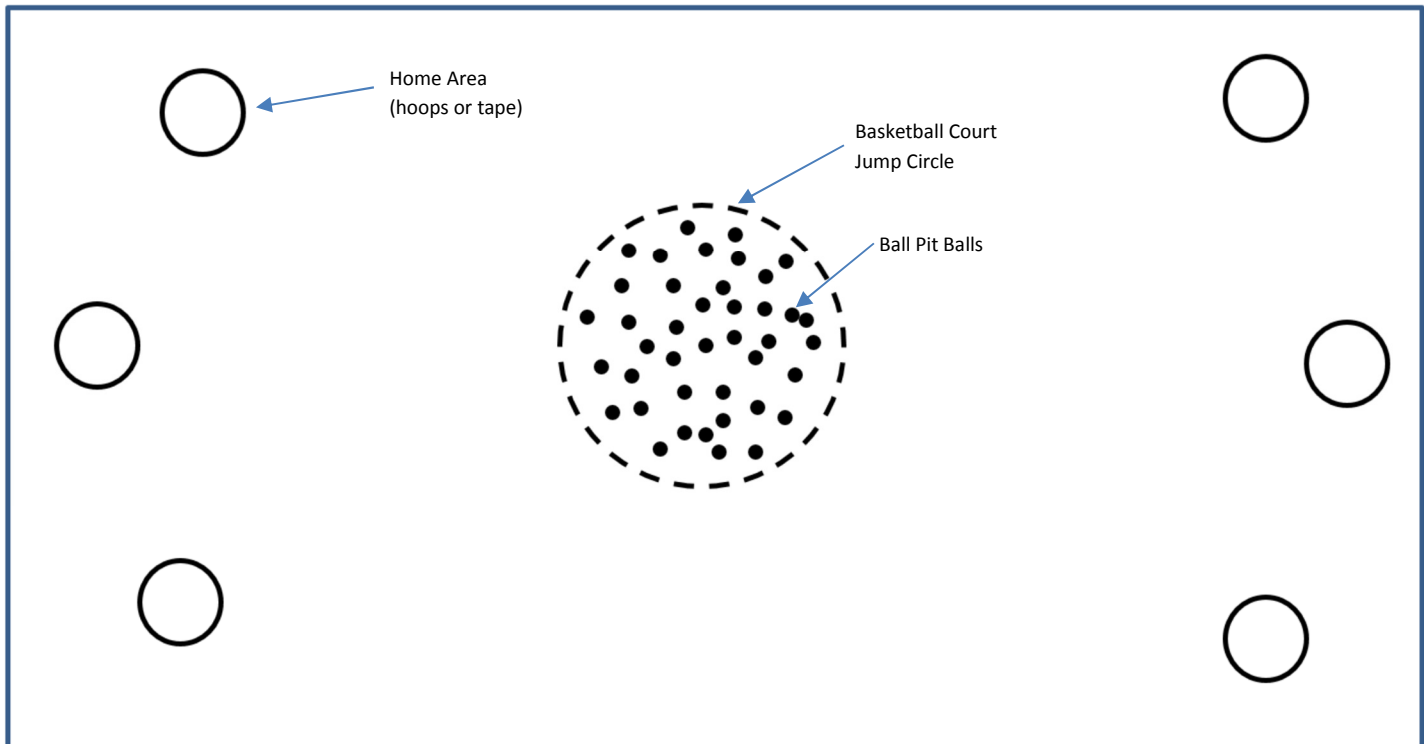
Baskets – 6

Needed:

Hoops or Floor Tape and some type of timer



Set-Up: Teams with 2 players per team are required and up to 6 teams can play at a time. A starting set-up for 6 teams in a typical gym or rectangular



play area is diagramed above. For each team assign a home area, if possible match the color of a team's scooter to the color of their home area. Home areas can be defined with floor tape or using hoops. Hoops are preferable since they will help retain balls within a team's home. Our 36" flat hoops (W9648) are perfect for this game. Each 2 player team will consist of one person that lies on the scooter and captures balls with their basket and one person that holds onto the other person's legs by the ankles and pushes their teammate around to get them to the balls. The game starts with each team adjacent to their home base and with their basket inside their home area and with all the ball pit balls in the center area.

Basic Game Play: At a go signal teams race to capture as many balls as possible in their basket and drag them back to their home. The game can either go for a fixed amount of time, until one team captures a specified number of balls or until all the balls are in a team's home. Once a ball is within a team's home, it cannot be captured by another team.



Color Match Game: This game is best played for a set amount of time. This is the same as the Basic Game except teams only get credit for the balls in their home that match their team color. At the end of the allotted game time, teams get one point for all the balls in their home that match their team color and lose a point for all balls that don't match. The team with the most points wins!

Color Assortment Game: Here teams must get a fixed number of each colored ball in their home. For example, the requirement to win the game could be that each team is required to have exactly 2 of each colored ball in their home to win.

Switching Players: After each game or each round, teams should switch which player is on the scooter and which player is pushing.