

Game/Activity: Hula Hut Throwdown

Grade Level: Elementary

Description:

Objective: To have the most hula huts standing after the time limit has expired
In the game there are 5 student positions:

- Scorer – shoots baskets to score hula hoops
- Builder – builds hula huts once their team scores 6 hoops
- Destroyer – tries to throw a ball and knock down the opposing teams huts
- Protector – protects the huts from being knocked down
- Gatherer – Gathers balls from the other side for Scorers and Destroyers

Rules:

- No guarding the baskets/trashcans or whatever scorers are throwing the ball into
- Any time you step over the midline when throwing = 60 seconds in the penalty box

Why the Game is so Awesome:

- Allows for student choice (choosing between different jobs/positions during the game) – this increases engagement and helps differentiate between multiple skill levels and interests
- The game is cyclical – never ending game that the teacher can place a time limit on so that it fits specific needs for your lesson plan, class or schedule
- Strategy – the game is stock full of different strategic elements that you can discuss with students and apply to tons of different sports and game situations

Quick Note: Just remember, even with awesome games like this one, you don't want to wear them out by playing them too often. I usually play this game once during my throwing unit and then again at the end of the year to review, but if you play a game much more than that, it starts to "lose it's magic" and you might begin to see a dip in student engagement.

YouTube Video Clip of Hula Hut Battle: <https://youtu.be/DsfJgEm0uXc>

Contributor: *Dave Allan, Rosedale Traditional*