

Gam	e/Activity:	Ultimate Football
Grad	e Level:	K – 12
Description:		
Equip	ment: Footballs	, pinnies, cones.
Numb	er of players: ²	2 – 30
Field c	limensions : 25	yards wide x 40 yards long, and 10 yard deep endzones.
Game	Play:	
-	The students v team) .	vill be broken into 4 different teams of the teachers choice (7-8 per
-	Two games ca	n be play simultaneously.
-	The teams are playing ultimate frisbee rules - when students have the ball they are only allowed to take two steps and if the ball drops on the ground it is the defenders ball.	
-	The way a team scores is by making 4 passes and throwing into the end zone or past a line.	
-		cores the opposing team must jog down to the other end of the field, ng teams remains at the goal line.
-	The scoring te team.	am then throws the ball as far as possible, downfield, to the opposing
-	This is a fast-p defense quickl	aced game and the students will need to transition from offense to y.
-		re defending they are not allowed to make contact with the offensive ne ball from an offensive player.
-		ed to stand (1 yard, or arms-length) and block passes or knock the ball They are trying to intercept passes and knock them down.
Field S	Set-up:	
a footb	all field or they	o anyway that you please. The students can have end zones similar to can have a line that they need to cross. (If you use a line, the students ne line, in order to score.)
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Chilliwack School District