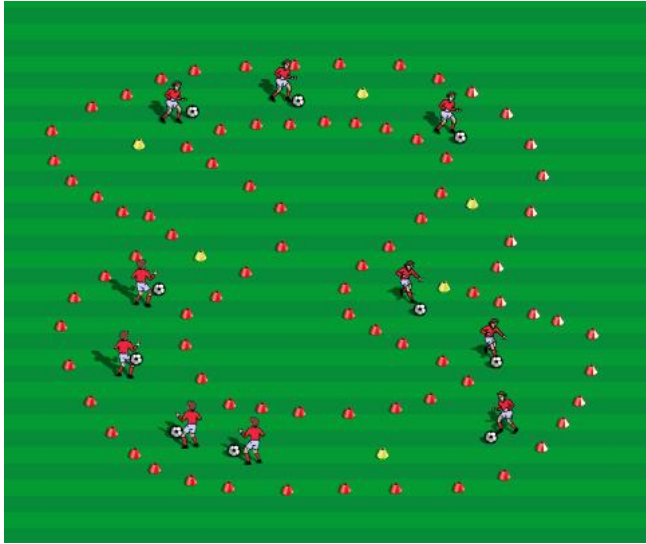




Curriculum – Mini Kick

Activity # - 121

| | | | |
|-----------------------------|--|--------------------|----------------|
| Game Title: | Mario Kart | Game Theme: | Computer Games |
| Learning Outcome(s): | Develop physical literacy and ball control | | |



Organization:

1. Race track set up randomly
2. 1 ball per player

Story/Description:

1. The Red Bull Cup is the biggest race of all time.
2. Each racer (player) has to be a character from the game Mario Kart and drive their kart (ball) around the track
3. If the driver goes off the side of the track then they have to run round their ball twice before carrying on
4. Bananas (yellow cones), water (blue cones) and shells (parents passing a ball back and forth) are all part of the hazards

Coaching Points:

1. Stay in control of your kart
2. Keep your head up to watch out for hazards

Developments:

1. P – Bowser (coach) joins the race and is able to ram other karts off the track
2. P – If you hear 'Magic Bullet' you must drive your Kart extra quick