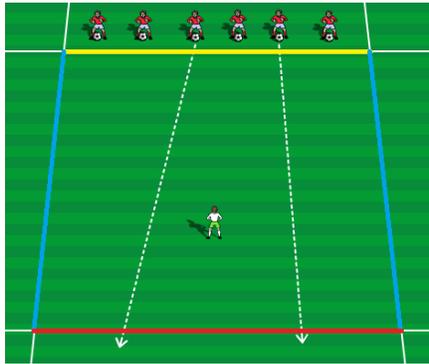




Game Title:	Sponge Bob Square Pants	Game Theme:	Popular Cartoon Series
Learning Outcome(s):	Develop physical literacy and ball control		

**Organization:**

1. 20 x 25 yard area set up as shown
2. 1 ball per player
3. Set up as shown

Story/Description:

1. SpongeBob wants to take his pet Gary the snail (ball) to visit his best friend Patrick for a play date.
2. To do this SpongeBob must run from the pineapple (start line made with yellow cones) through bikini bottom (side lines made from blue cones) to Patrick's house (end line made with red cones).
3. What makes things tough is that Mr. Krabs (coach) is mad with SpongeBob and wants to stop him having any fun by taking Gary and turning him into a Krabby patty at the Krusty Krab (designated space outside of area shown above).
4. When the coach shouts 'WHO LIVES IN A PINEAPPLE UNDER THE SEA', the players reply 'SPONGE BOB SQUARE PANTS', and try to get Gary to Patrick's house without Mr. Krabs catching them.
5. If Gary is caught then that player is turned into another Mr. Krabs with coach. If a player (Mr. Krabs) catches a Gary from a Sponge Bob, he must take that Gary into the Krusty Krab restaurant and cook him until he's well done (perform a number of sole-rolls or top-taps) before reentering the game.
6. If a Sponge Bob is able to get Gary to Patrick's house successfully, they are safe.
7. Mr. Krabs then restarts the next run with the same shout - 'WHO LIVES IN A PINEAPPLE UNDER THE SEA'.
8. Simply repeat the above steps until all Gary's are cooked in the Krusty Krab restaurant ready to eat.

Coaching Points:

1. Keep looking up to see where all the Mr. Krabs are and avoid them!
2. Keep Gary close to you (taking small touches on ball)
3. Try to incorporate simple ball mastery skills when players have to 'cook' Gary at the Krusty Krab.

Developments:

1. R- Start without Sponge Bobs using a ball, coach is Squidward/Plankton who tags players to 'catch' them, when Sponge Bobs tagged, they turn into Seaweed instead of another Squidward/Plankton and must plant themselves in bikini bottom (can't move feet) and so can only tag players who run past them by extending their wiggly seaweed arms.
2. P- Make Bikini Bottom smaller, add harder ball mastery/techniques when 'cooking' Gary (turns, moves etc.)