

Kapela

(The Chapel)



Aim of the game: To throw a ball and try to knock down a kapela (a small pyramid made from stones) placed in the centre of a circle.

Set up: Draw a circle of 8 m diameter in any indoor or outdoor free space. Place a Kapela (stack of stones piled up from largest to smallest) in the middle

Rules:

One of the players, wearing a hat, stands in the middle of the circle; his role is to guard the 'kapela'. The other players stand outside the circle, about 4m from the center, and one by one throw balls at the kapela. If a thrown or rolled ball hits and knocks down the kapela, the successful thrower must run to fetch the ball and go back outside the circle while the 'guardian of the chapel' tries to put the stack back up. If the 'guardian' rebuilds the stack before the thrower recovers his ball and gets safely outside the circle, he throws his hat at the running player. If the thrower is hit, he becomes the new 'guardian'. If the thrower is not hit the game continues with the same "guardian".



Equipment and Materials: A hat, 5 wooden stones (or blocks) ranging from big to small, and 10 wooden 8 cm balls. Wooden or plastic blocks, rubber rings or plastic balls can also be used.

Age:
3+

Number of players:
4 - 10

Duration:
Unlimited

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Teaching Style

1. Provide clear and simple instruction
2. Complete a walk through of the playing area
3. Safety instructions to be tailored to the environment and participants playing the game

Equipment

1. Brightly coloured equipment can be used
2. Range of balls can be used that vary in weight, size, speed, texture, density etc.
3. Increase size of target

Rules

1. Introduce a scoring system
2. Increase/decrease time limit for each guardian
3. Increase the number of guardians
4. If Kapela is touched it is equal to knocking it down



Environment

1. Increase/decrease size of circle
2. Ensure the indoor/outdoor playing area has a smooth surface and is free of obstacles

