Battendi





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Aim of the game: To hit the target by throwing a ball with a spear

Set up: Draw the starting line and place the target marks at some distance (i.e. 20 meters away). Allow a 10 meter area to throw and run up. If various players use the same target, it is recommended to use different coloured balls.

Rules:

- The players stand at the starting line with the spear
- At first, the game is distance throwing contest. 3 attempt are given to each player. A method of measuring is made from the throwing line and in a direct line to where the ball lands. The winner is the player that throws the ball the furthest.
- Secondly, there is a target contest, which consists in throwing the ball at a target (traditionally representing a kangaroo 20 meters away). The distance to the target however depends on the age of the players. A round of 20 attempts is allowed and the ball must fully hit the target to count. The winner is the player that hits the most targets.



Equipment and Materials: Target mark, tennis ball & spear (dog-thrower)

Age:

Number of players: 3+

Duration: Infinite

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Teaching Style

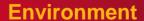
- 1. Provide clear and simple instructions
- 2. Encourage players to communicate throughout the game
- 3. Safety instructions to be tailored to the environment and participants playing the game.
- 4. Help people with disabilities make contact and move, if needed

Equipment

1. Use harder/softer balls

Rules

- 1. Increase / reduce the number of attempts to hit the targets
- Create teams of even players and a points system. Based on accuracy, the individual throws brings points to the team and the team that gets the most points when all players have thrown wins the game.
- Throw the ball with hands
- Kick the ball with feets



1. Increase/reduce the distance of the targets



























