

SuperShots

People

2+ (best with 2)

Aim

Be the first player to score five supershot points

Space

Home / Garden / Park

Equipment

Something to mark a halfway line (you could use some shoes or a line on the floor)

Something to mark two goal lines (you could use some jumpers or a line on the floor)

Two balls (you could also use tennis balls or rolled up balls of socks)

How to Set Up

Two wide goal lines parallel to each other with a halfway line in the middle

Split players into two groups and give them a goal line each

Give each side one ball each (or just start with one ball in total to make it easier)

Two Rules

Don't cross the halfway line

Only roll the balls

How to Play

Roll the balls, try and get them over the other player's goal line

If the ball goes over the goal line you score a supershot point

Block any balls from going over your goal line, but don't cross the halfway line

How to End

When one player has scored five supershot points

Level One. Golden Ball

Play with three balls instead of two

Make one of the balls a golden ball worth two supershot points, if it goes over a goal line

Level Two. Blocker Zones

Play so that every time a player concedes a supershot point, they can put something in their half as a blocker zone (you could use a book, or a rolled up t-shirt)

If a ball hits a blocker zone they can grab it and play from there

Level Three. Exploding Blocker Zones

Start with players setting up five blocker zones in their half

Now players have to protect their blocker zones as well as stop the ball going over their goal line

If a blocker zone is hit, it explodes and is removed from the game

Boss Level. Play the Game Your Way

The game and the levels are just start points for your imaginations to run wild with!

The best way to play the game is creating your own way to play.

Why not try and make your own version of the game! Remember the magic ingredients of great play from the PlayCorner.

If you do have a go at the boss level, we'd love to see and share your Play Ups with the rest of the PlayUp club.

Power Ups

1 - Play with even more balls

2 - Instead of a goal line, give each player two small goals a few metres apart to defend

3 - Play so that players can only be on their hands and knees

4 - Ban players from using their hands to block supershots

5 - Create a wall on the half way line with books or cushions and make three gaps in it for the ball to go through

6 - Play over a big distance and players can throw or kick the balls (great if you are in a park or garden)

7 - Play so that the players have to stay behind the blocker zones in their half

Level the Playing Field

1 - Change the distance between the halfway line and the goal line in each half

2 - Make the goal lines different lengths for different players

3 - Change the amount of supershot points each player needs to win