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| Lesson Element | Details |
|--------------------------|--|
| Game Name | Jedi Dodgeball: Embracing the Force |
| Recommended Age | Year 4 - Year 12 |
| Focus | Movement, reflexes, hand-eye coordination, teamwork, strategy |
| Equipment | - Dodgeballs (soft, foam or rubber)- Foam swords or similar items to represent lightsabres- Cones to mark boundaries |
| Setting Up | - Divide the playing area into two equal halves with cones Assign each team a 'Jedi' who is given a foam sword. |
| Game Description | - Divide students into two teams Each team selects a 'Jedi', who can use their foam sword to block dodgeballs The game is played like traditional dodgeball, but with the addition of the Jedi role If a Jedi is hit by a ball, they become a regular player and pass on the foam sword to another teammate The game ends when one team has all players eliminated, or at a set time limit. |
| Rules | 1. Jedi can use foam swords to deflect dodgeballs. 2. Hits are only valid below the shoulders. 3. If a Jedi is hit, they must pass the foam sword to another teammate. 4. Players hit by a dodgeball are out for the remainder of the game. 5. Catching a ball thrown by an opponent eliminates the thrower and revives one out teammate. 6. No headshots allowed; players aiming above the shoulders are warned or removed from the game. |
| Further Opportunities | - Encourage creative strategies using the Jedi role Teach the importance of quick decision-making and reflexes Incorporate Jedi-themed exercises to enhance the thematic experience. |
| Differentiation | Easier: - Allow two Jedis per team Use softer dodgeballs. Harder: - Limit the number of times a player can be a Jedi Increase the speed and number of dodgeballs in play. |
| Variations | - Multiple Jedis: Each team has more than one Jedi Jedi Duel: Periodically, Jedis can duel each other in a designated area Special Powers: Assign different abilities to Jedis, like freezing a player or reviving multiple teammates. |
| Safety Considerations | - Ensure foam swords are safe and soft to prevent injury Monitor the game closely to maintain a fair and playful environment Provide clear instructions on the safe use of foam swords. |

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