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Lesson Element	Details
Game Name	Scatterball
Recommended Age	Year 4 - Year 12
Focus	Movement, agility, throwing, catching, dodging, individual strategy
Equipment	- Dodgeballs (soft, foam or rubber) Cones to mark boundaries
Setting Up	- Use cones to mark a large circular or square playing area. Distribute several dodgeballs evenly around the area.
Game Description	- All players start inside the playing area. On the signal, players grab dodgeballs and aim to hit others below the shoulders. If a player is hit, they are out for the remainder of the round. The last remaining player is the winner. Rounds continue until all students have had ample playtime.
Rules	1. Players must stay within the marked playing area. 2. Hits are only valid below the shoulders. 3. Players hit by a dodgeball are out for the remainder of the round. 4. No headshots allowed; players aiming above the shoulders are warned or removed from the round. 5. Players cannot hoard dodgeballs; they must throw after a short period.
Further Opportunities	- Encourage players to develop individual strategies for dodging and survival. Focus on agility and quick decision-making. Incorporate a discussion on fair play and sportsmanship.
Differentiation	Easier: Use softer balls or decrease the size of the playing area. Harder: Increase the number of balls in play. Limit the time players can hold onto a ball before throwing.
Variations	- Team Scatterball: Divide players into small teams, last team standing wins. Boundaries Shift: Adjust the playing area boundaries at intervals, making the area smaller. Special Powers: Assign different balls with special powers (e.g., freeze ball, shield ball).
Safety Considerations	- Ensure all students understand and adhere to the rule of not aiming above the shoulders. Use appropriate, soft dodgeballs to prevent injury. Monitor the game closely to maintain a safe and inclusive environment.

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