

# FASTEN YOUR FLAGBELTS

*You'll need:* 1 VERB YELLOWBALL, 1 Football, Flagbelts



Have students warm up by practicing lateral moves—the only legal way of charging up the field. Two teams keep 1 football and 1 YELLOWBALL in play at all times, but only the VERB YELLOWBALL scores a goal. Passing, kicking, dribbling are all allowed. Points for creativity can be gained, but making a move that's not lateral sets a team back in yardage.

# OVERCOME OBSTACLES

*You'll need:* 3-6 VERB YELLOWBALLS, 8-12 Cones, Large rings, Jump ropes



Set up an obstacle course outdoors or in the gym. Create running lanes with cones, arrange large rings for students to hop through, and designate jump rope stations. Add any other challenges you'd like, and don't forget the VERB YELLOWBALLS!

*Have students carry, dribble, throw, and catch VERB YELLOWBALLS as they run the course.*

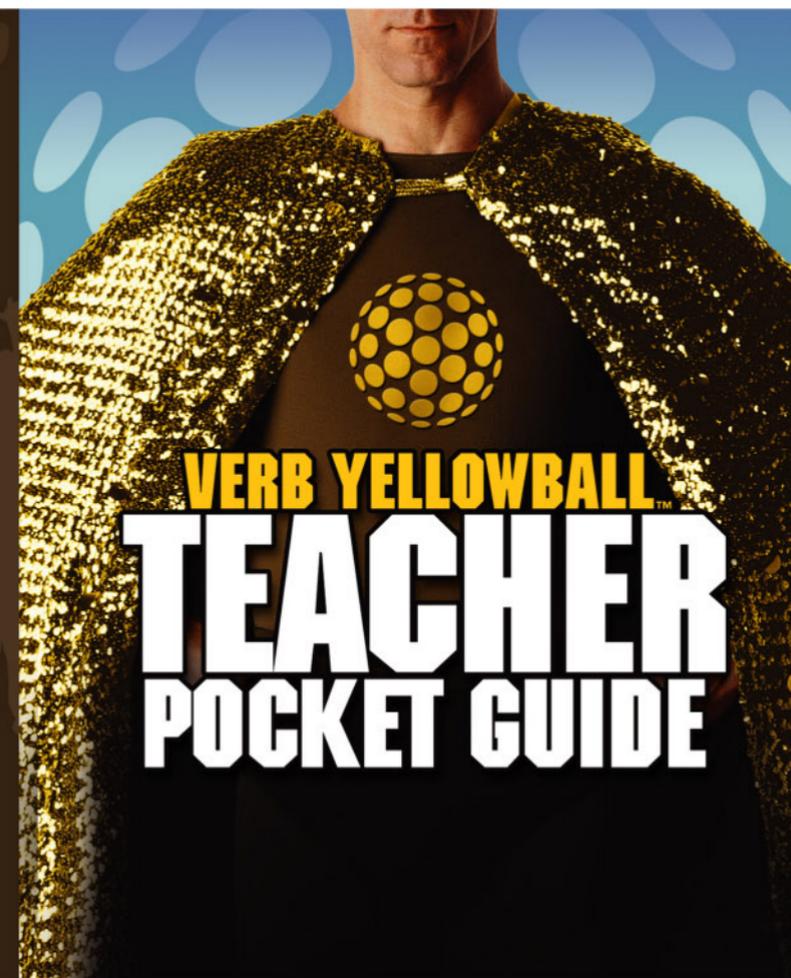
# ARE YOU READY TO TUMBLE

*You'll need:* 2 VERB YELLOWBALLS, 1 Medicine or rubber ball, 4 Mats



Set up the mats side by side or end to end. Have students design a routine that includes tumbling, throwing, catching, and one strength move.

*For example: Somersaults on the first mat, throw the VERB YELLOWBALL to a teammate, 8 jumping jacks, hoist the medicine ball 12 times, free choice tumbling move, throw and catch the second VERB YELLOWBALL with a partner 16 times.*



# VERB YELLOWBALL™ TEACHER POCKET GUIDE



Use these game ideas to get the ball rolling in P.E. class, at recess or anywhere.

Remind your students to pass play on at VERBnow.com where they can record their ball number and game to inspire others to keep VERB YELLOWBALL in play.

Let them teach you about VERB YELLOWBALL. Pass out one activity card to each student.



Teachers: Please remind students to always wear appropriate protective gear while participating in activities.

## KICK IT & PICK IT

*You'll need:* 4 VERB YELLOWBALLS, 1 Kickball, 1 Baseball diamond



Organize your class into 2 teams for this game based on kickball. Team A players line up at home plate.

*Here's the kicker:* Team B players pass VERB YELLOWBALLS to each other from their spots on base. After the pitch, the kicker's goal is to intercept a VERB YELLOWBALL. When all VERB YELLOWBALLS have been captured, teams switch sides.

## JUGGLE & JUMP

*You'll need:* 2 VERB YELLOWBALLS, 1 or 2 Jump ropes



Jumpers jump and rope turners turn with one addition: A passer for each jumper plays catch with the jumper using a VERB YELLOWBALL.

Miss and you're out — the jumper who drops the ball or misses a step changes places with a new player.

Encourage students to alternate positions as jumpers, tossers, and rope turners.

## HOOPS ON THE MOVE

*You'll need:* 2 VERB YELLOWBALLS, 2 Large rings, 2 Basketballs



Head to the court for a game of hoops VERB YELLOWBALL style. You've got 2 teams, and 4 balls, so you do the math. A basketball through the hoop gets you the standard 2 points. A VERB YELLOWBALL through a large ring gets you 5 points. A member of each team holds the rings, and stays on the run.

Can you score a moving basket?  
*Give it a shot!*