VERB YELLOWBALL™

YOU'RE IT!

Not bad "it." But good "it." For you are the **Captain of YELLOWBALL**.

So grab a VERB YELLOWBALL and get creative. Design a game. Invent a move. Get your class to follow in your footsteps at recess, P.E. class or after school.

So don't be a Captain Lame-O, be a Captain Amaze-O, and do something with YELLOWBALL that nobody else has ever done.

There is only one rule to follow. At the end of the day, don't forget to pass play on by removing this locker sticker and placing it on another classmate's locker. As Captain, you have to keep YELLOWBALL moving.

VERB YELLOWBALL–Keep it rolling.

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