

Poison ball

Throwing and dodging balls from all around you

You'll need: 10 cones, 1 ball

Setup: 1. Mark out a large circle of cones - about 8-9 meters wide
2. Place the balls around the outside of the circle
3. Have everyone stand around the outside of the circle
4. Everyone stands in the middle of the circle (dodgers)

Gameplay: The aim of the game is to throw the ball into the circle and get it back out. The dodgers try to catch the ball. The thrower has 10 seconds to get the ball back out.

Kick it

Long-range kicking, dodging and running

You'll need: 10 cones, 1 ball

Setup: At one end of the playing area, put down a gym mat. At the other end (about 10-15 meters apart) put out the other gym mat (the 'goal'). Divide the class into 2 equal teams - Kickers and Fielders. Kickers - Line up at the side of the first mat, behind a cone. The 1st player stands on it. Fielders - Spread out around the rest of the playing area. Choose one fielder to be the bowler, standing 3-4 meters from the ball.

Gameplay: The aim of the game is to kick the ball and get it back to the bowler. The bowler rolls the ball to the 1st player. The 1st player gets hit by the ball, for 3 seconds. The 1st player then runs to the other end of the field and gets another 1 point. Every time the 1st player successfully runs, the bowler has to keep running until they get hit by a ball and are out for 3 seconds. The bowler has to have had a fair go kicking, the fielders catch the ball and kick it back to the bowler.

Hurley Hurley

Using all the different skills to score in the goal

You'll need: 10 cones, 1 ball

Setup: Mark out a large rectangular playing area with cones. Put a goal at each end (if you don't have goal nets, use big cones). Divide the class into 2 teams, and give each team coloured bibs. Teams spread out all around the playing area.

Gameplay: The aim of the game is to score in the goal using multiple skills. The goalkeepers try to stop the other team from scoring.

Capture the egg

Fast running, dodging and team tactics

You'll need: 10 cones, 1 ball

Setup: Make a large rectangular playing area with witch hats, cones, and mark a halfway line. At either end (across the back lines) of the field, put out a cone with a ball on top (egg). At opposite corners, cone out small 'safe' areas. Divide the class into 2 teams, and have each team choose a player to be the egg carrier.

Gameplay: The aim of the game is to run with the egg and score in one of the other teams' goals. The egg carrier has to run with the egg and score in one of the other teams' goals. The goalkeepers try to stop the other team from scoring.

Reverse soccer

The opposite of soccer - use your hands instead of feet

You'll need: 10 cones, 1 ball

Setup: Mark out a large rectangular playing field with cones. Put out 2 goals towards each end, but have them facing outwards (the other way). Divide the class into 2 equal teams - each team with a coloured bib. Teams choose a player to be the goalkeeper.

Gameplay: The aim of the game is to score in the goal using your hands. The goalkeepers try to stop the other team from scoring.

Platoon strike

Striking, running and fielding

You'll need: 10 cones, 1 ball

Setup: Mark out a large rectangular playing area with cones. Put out 2 goals towards each end, but have them facing outwards (the other way). Divide the class into 2 equal teams - each team with a coloured bib. Teams choose a player to be the goalkeeper.

Gameplay: The aim of the game is to score in the goal using your hands. The goalkeepers try to stop the other team from scoring.

Dash for safety

Reacting and quick movement with agility

You'll need: 10 cones, 1 ball

Setup: Mark out a square in the middle of the sports hall/play area with cones. Put out the witch hats to make a small area at each of the 4 corners or 4 sides of the square. Get the class to start in the middle square. Choose 2 players to be 'taggers'.

Gameplay: The aim of the game is to react quickly and move with agility. The taggers try to tag the other players.

Guard the gates

Hockey shooting and net control

You'll need: 10 cones, 1 ball

Setup: Using a sports court line as a halfway line, put out a line of targets (e.g. pins) across, about 8-10 meters out at each end. Line the small balls up along the halfway line. Divide the class into 2 teams, and have each team choose a player to be the goalkeeper.

Gameplay: The aim of the game is to score in the goal using your hands. The goalkeepers try to stop the other team from scoring.

Slide sling save

Underarm accuracy and long-range throwing

You'll need: 10 cones, 1 ball

Setup: Using a sports court line as a halfway mark, mark out end zones (goals) about 10m at each end with the cones. Put out the bean bags and balls across the halfway mark. Divide the class into 2 teams, standing in each half.

Gameplay: The aim of the game is to throw the ball into the goal and get it back out. The dodgers try to catch the ball.

Flying saucers

Throwing different types of objects at targets

You'll need: 10 cones, 1 ball

Setup: Spread out the ball targets across a line in the middle of the playing area. Mark out a throwing line with cones at each end. Divide the class into 2 teams, and have each team choose a player to be the goalkeeper.

Gameplay: The aim of the game is to throw the ball into the goal and get it back out. The dodgers try to catch the ball.

Perfect pass

Long-range: throwing and catching with accuracy

You'll need: 10 cones, 1 ball

Setup: At one side of the playing area, line out the cones (to make a throwing line). Divide the class into 3 teams. Each team lines up behind a cone. Out in front of the cones.

Gameplay: The aim of the game is to pass the ball accurately. The goalkeepers try to stop the other team from scoring.

Cornerball

Score on your own against the other teams on the field

You'll need: 10 cones, 1 ball

Setup: Make a goal with the witch hats in each corner of the large playing area/field. You can benches (turned on their side) or nets as goals. Divide the class into 4 teams, each team stands behind a corner goal. In their teams, each player needs a number - e.g. 5 players in the team = #1, #2, #3, #4, #5. Teacher stands in the middle of the playing area with the ball.

Gameplay: The aim of the game is to run out and score in one of the other teams' goals. The goalkeepers try to stop the other team from scoring.

21 engaging, whole class team games.

Rob the nest

Fast-paced sport skills and decision-making

You'll need: 10 cones, 1 ball

Setup: Put out 4 hoops in 4 corners of a large playing area to make 'nests'. In the middle of the area, make a coned circle area, and put all the balls inside it. Divide the class into 4 teams, and each team lines up at a hoop.

Gameplay: The aim of the game is to collect as many balls into your area (nest) before time is up. On 'GO', the first player from each team runs to the middle, gets a ball and returns to their nest. The type of ball you pick up determines the way to take it: Soccer ball - kick it back using your feet only; Basketball - dribble it back using your hands; Rubber ball - bounce it back using your hands; Next player in the team then goes and brings back another ball from the more balls left in the middle. The teacher calls out 'rob the nest', and all players get a ball from the other hoops and bring them back to their own nest. When all the balls are gone, the teacher calls out 'rob the nest', and all players get a ball from the other hoops and bring them back to their own nest. When the teacher blows the whistle (e.g. after 5 minutes), the team with their hoop wins. You can only take 1 ball at a time. You can't just carry the ball - you must use the skill with the type of ball.

Variations: Skill-specific: You can focus on just one skill - e.g. soccer dribbling or basketball hockey dribbling (give teams 2 hockey sticks each, and put small balls in the middle). Get rid of it: Reverse play - instead of taking it to your hoop, you must place it in the other team's hoop - the team with the least amount of balls wins (but you can't just swap, you must drop it into another hoop).

Heist the treasure

Quick movement and evading skills

You'll need: 10 cones, 1 ball

Setup: Put out 4 hoops in 4 corners of a large playing area. In the middle of the area, make a coned circle area (3-4 meters inside it) (S1). Choose 2-3 kids to be 'guardians/taggers', who stand around the circle. Divide the rest of the class into 4 equal teams, and each team choose a player to be the treasure carrier.

Gameplay: The aim of the game is to run the middle steal an object without getting tagged. 1. On 'GO', players try to run to the middle and take an object guarded. If you get to the middle without getting tagged, you are safe to your teams' hoop. However, if you get tagged, you cannot pick up an object, and you are free to try again. 2. Once all the objects have been taken, the team with the most objects wins. 3. Play multiple rounds with different taggers in the middle.

Variations: 1 or 2 timer: Teams can only have 1 player go at a time - if you get tagged, you must run back and high-5 the next player to try. Refund: Teams start with an equal amount of objects, and must bring them back to the middle (without throwing it in) - the first team to get 5 objects wins. Fitness time: If you get tagged, you must go back to the hoop and do 5 pushups, 5 situps, 5 burpees... then you can try again.

Hit the run

Baseball hitting and fielding with a twist

You'll need: 10 cones, 1 ball

Setup: Set up a tee ball stand with a ball on top. Put out 4 cones as bases like in baseball, to make a large diamond shape. Divide the class into 2 equal teams - fielders and strikers. Strikers - Line up behind the tee ball stand behind a safety cone. Fielders - Spread out around the field.

Gameplay: The aim of the game is to strike the ball and run all the way around without getting tagged. 1. The first striker swings the bat and hits the ball out into the field, then drops the bat. They try to run all the way around (anti-clockwise) the cones/bases. 2. The fielders must retrieve the ball as quickly as possible and throw it back to the start, to stop them from getting a point. However, fielders cannot run/throw if you are holding the ball - you must pass and throw it between you to hit the runner. 3. Once everyone has had a turn striking, switch teams around (striker becomes fielder and fielder becomes striker). 4. The team that scores the most runs wins (1 point per run). Fielders can only throw to hit the runner below the shoulders - no high-5s. Strikers must try and run all the way around in one go - there is no 2nd chance.

Variations: Bowlers: Instead of hitting off a tee, choose a player from the field to bowl the ball in the air to the striker to hit.

Rob the nest

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Setup: Put out 4 hoops in 4 corners of a large playing area to make 'nests'. In the middle of the area, make a coned circle area, and put all the balls inside it. Divide the class into 4 teams, and each team lines up at a hoop.

Gameplay: The aim of the game is to collect as many balls into your area (nest) before time is up. On 'GO', the first player from each team runs to the middle, gets a ball and returns to their nest. The type of ball you pick up determines the way to take it: Soccer ball - kick it back using your feet only; Basketball - dribble it back using your hands; Rubber ball - bounce it back using your hands; Next player in the team then goes and brings back another ball from the more balls left in the middle. The teacher calls out 'rob the nest', and all players get a ball from the other hoops and bring them back to their own nest. When all the balls are gone, the teacher calls out 'rob the nest', and all players get a ball from the other hoops and bring them back to their own nest. When the teacher blows the whistle (e.g. after 5 minutes), the team with their hoop wins. You can only take 1 ball at a time. You can't just carry the ball - you must use the skill with the type of ball.

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Frisbee flingers

Frisbee throwing with accuracy

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Gameplay: The aim of the game is to throw the ball into the goal and get it back out. The dodgers try to catch the ball.

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Cornerball

Score on your own against the other teams on the field

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Setup: Make a goal with the witch hats in each corner of the large playing area/field. You can benches (turned on their side) or nets as goals. Divide the class into 4 teams, each team stands behind a corner goal. In their teams, each player needs a number - e.g. 5 players in the team = #1, #2, #3, #4, #5. Teacher stands in the middle of the playing area with the ball.

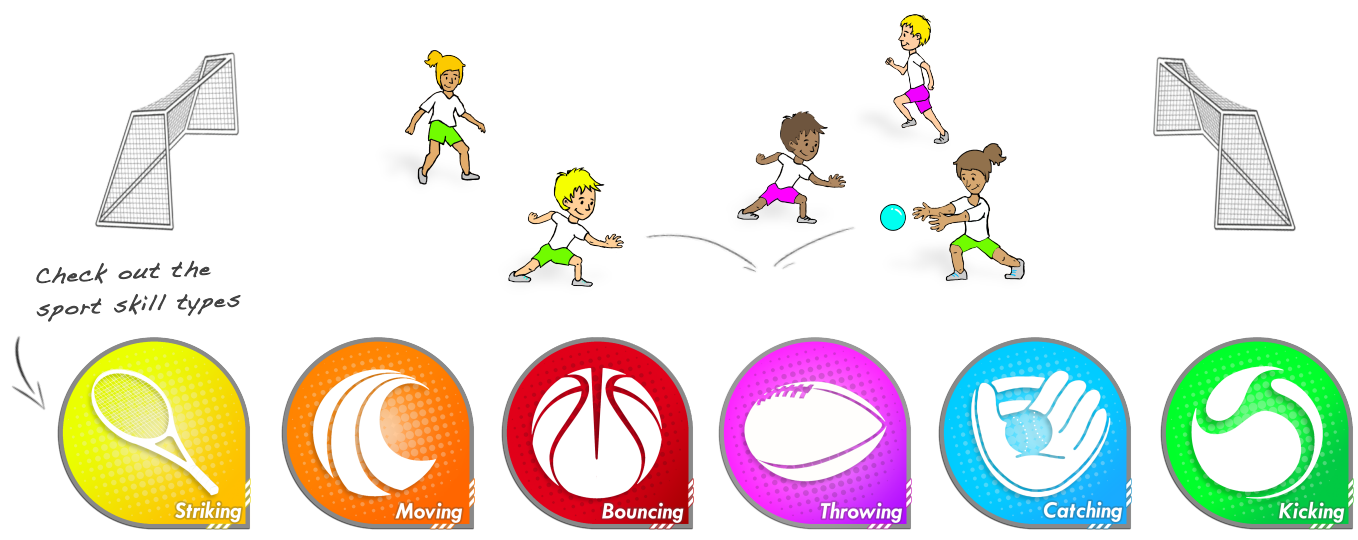
Gameplay: The aim of the game is to run out and score in one of the other teams' goals. The goalkeepers try to stop the other team from scoring.

Variations: Multi-skill: The teacher can throw out a different type of ball each time and you must play with that ball's rules - for example: Basketball - Bounce with your hands and throw the ball into another goal; Rubber ball - You must hit it along the ground with your hands (no carrying/holding); Team numbers: Teacher calls out more than one number at a time - e.g. #3 and #5's - Then those two players from each team run on and pass and work together to score.

prime Coaching



Use the 'Team games' (grades 3-6) pack for great ideas for your PE lessons, adding a competitive edge to develop your classes' sporting skills.



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Thank you so much for previewing our super 'Competitive Team games' PE lesson pack.



We know you'll love what's inside, and we are always striving to improve the lesson plans with updates, bonus content and extras – We're here to help you teach Game. Changing. Sport.

21 different games (with more variations to try)

...to challenge your kids and develop their co-operation, leadership and team-work skills!



"How to play" videos

You'll get a quick 2-3 minute video for each game, which you can play to your class before you start – making it EVEN EASIER than ever to teach PE – we help you as much as possible!

