

Bank Robbers

Objective – agility, fun and ball carrying and passing

GameFocusResetProgression

1. Bank robbers is a fun invasion style game based loosely on capture the flag
2. Set up a large box with a 'bank' in each corner. (size of box based on number of players)
3. Divide the box halfway down the middle
4. Create two even teams.
5. Each team is responsible for defending the two banks on their own half.
6. Load each bank with balls

Aim

Two teams attempt to steal balls from the opposing team's two banks and dribble (or pass as a progression) them back to their own.

Rules

1. Player's are considered 'safe' on their own half of the grid.
2. When a player enters the other side, the opposition can tag them.
3. In the event that a player gets tagged they must sit down and can only be rescued if a teammate comes and high fives them.
4. When successfully rescued, both players get a free pass to walk back to their own side safely.
5. Players are also safe inside the opposing team's bank.

Whichever team has the most balls in their two banks at the end of the game wins.

1. Each team should develop a strategy and use teamwork
2. Communication
3. Planning
4. Ball carrying

1. After 10 (?) minutes start again and get them to think more

1. Change the way they move the balls

