

DAY 5 SEVEN C'S SPLASH

Supplies

- ❑ 2–4 kiddie pools—see Tip Corner
- ❑ 2–4 large bins or buckets filled with water
- ❑ Splash balls, 2–3 per player—see Tip Corner
- ❑ Cones, rope, or field paint to mark play area

Prep

Use cones or rope to mark a play area with a center line. For a larger group, make a four-square play area. Place one pool in the middle of each side/section. Place the bins with water along the center line with splash balls in each one.

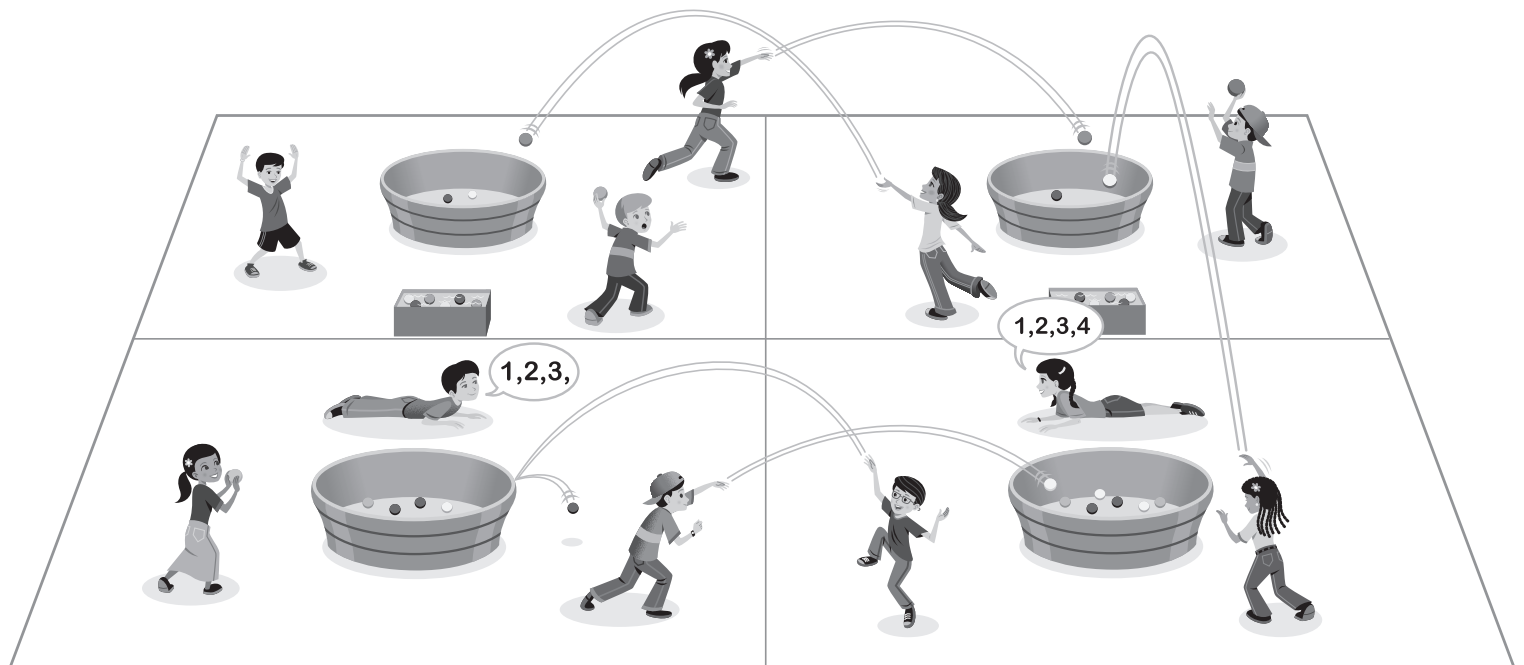
Teaching Tie-In

Let's see if we can remember the 7 C's of History we've talked about on our jungle journey. Quickly review each C: Creation, Corruption, Catastrophe, Confusion, Christ, Cross, Consummation.

Today's game is called "Seven C's Splash" because you'll be racing to throw seven splash balls into the other teams' pools.

Directions

1. Divide class into 2 or 4 even teams and have them line up along their side's back line.
2. At go, teams will race to the splash balls in the middle and try to throw them into the other team's pool. Players must stay in their section of the play area.
3. If a player is hit by a ball from another team, they must drop to their stomachs and count to 10 before they can stand and return to the game.
4. When a team gets seven balls in their pool, the round is over.
5. Count the balls in each team's pool and have a scorekeeper record how many they have. The team with



the fewest balls wins that round. Keep a running tally of scores, and add them together for each round to see which team is the overall winner.

6. Return balls to the buckets and play again, adding scores for each round. The team with the most points at the end wins.

Tip Corner

- For an added challenge or the final round, place a small bucket in each area that teams must also defend along with their pool. If a ball lands in this

bucket, the round is over and that team gets 0 points. Tally the points for other teams as usual based on the balls in their pools.

- Instead of dropping to their stomachs and counting to 10 when they're hit with a ball, players can defend their pools by catching or knocking down balls without a penalty for it hitting them.
- If 7 balls is too easy and you have lots of splash balls, make the number 14 or 21 to win the round.
- For a waterless option, play the game with dry splash balls or foam balls.