

SCOOTER DASH GAMES

1. Obstacle Course

Equipment Needed: Scooters, Pins, Hula Hoops, Cones, etc.

Set Up: Design an obstacle course using equipment provided for camp.

How to Play:

1. Players must scooter (SITTING, STOMACH, KNEE, TOOTSIE ROLL, PARTNER) through the obstacle course designed by the instructor as fast as they can.

2. Bump and Bite

Equipment Needed: Scooters, Balls, Cones

Set Up: Create a Playing field with cones.
Place Balls on the sideline of the boundary.

How to Play:

1. All players will line up on one end of the boundary with their scooter.
2. Instructors will be on the sidelines with the balls.
3. When the Instructor blows the whistle, players are to scoot (SITTING, STOMACH, KNEES) from one end to the other without getting hit by balls that Instructors are rolling into the playing field.
4. If a player gets hit, they become frozen.
5. If a player catches a ball or picks up a ball when they are frozen, they are back in the game.

Tips:

- Instructors know your own strength when rolling or throwing balls.
- Change scoots (SITTING, STOMACH, KNEES) players have to use to get to the other side.
- Larger groups should be given a criterion before they are allowed to run across; i.e.- everyone with a red shirt, everyone with long sleeves.
- Instructors can use their own discretion if they think kids should be able to help coaches throw/roll the balls.

3. Scribble Tag

Equipment Needed: Scooter, Cones

Set Up: Create a rectangular boundary using the cones.

How to Play:

1. Players sit on their scooters using their hands and feet to move throughout the boundary with one player designated to be "it".
2. If the "it" player tags another player (Players must tag each other with their hands not their feet), That player becomes "it".
3. The player that was "it" becomes a regular player with everyone else.

Tip:

- No tag backs allowed.

4. Grab and Go

Equipment Needed: Scooter, Cones

Set Up: Designate a rectangular playing area. Place 2 cones on opposite ends of the area.

How to Play:

1. Players will be divided into two teams.
2. Each team is assigned a cone to protect from the other team.
3. Players will try to get the other teams cone and take it back to their side of the court without being tagged.
4. If a player is tagged on the other team's side of the court they must stay where they are tagged and wait to be tagged by a member of their own team.
5. If a player gets the other teams cone and is tagged before reaching their side of the court, they must drop the cone where it is and return to side without it.
6. Players cannot move their own cone back to its original position it must stay where it is dropped.
7. First team to get the opposing teams cone to their side of the area wins.

5. Hand Ball

Equipment Needed: Scooters, Dodgeball, Handball, Playground Ball, Cones, Goals

Set Up: Create a rectangular boundary with cones.
Create two goals about 10 feet wide on opposite ends.
Mark off from the center of the end boundary a 20-foot half circle-
within this marked area will be known as the "Goalie Area".

How to Play:

1. Divide players into 2 teams.
2. No players are allowed in the "Goalie Area"
3. Have the teams spread out on their part of the field with goalies in position.
4. Start the game with a throw in by the goalie; this is also done after each goal.
5. The object of the game is to move the ball down the field/gym towards your opponent's goal.
6. Players do this by sitting on their scooters and using their hands and feet to move around the field while scooting with the ball or using a series of throws and catches until the ball can be thrown into the goal to score a point.
7. You cannot hold, hit, kick, or push any player or this will result in a foul awarded with a free shot from where the foul occurred. The defensive player can closely guard and obstruct the progress of the opposite team.
8. If the ball goes out of bounds it is thrown-in by the team that did NOT touch it last and the defender must be ten feet away.
9. A throw-in by the goalie occurs after a goal is made by the opposite team, in which case the goalie throws the ball in from anywhere within the "Goalie Area".
10. A penalty throw occurs when there is a foul.
11. Fouls are when the opponent stops a clean chance for a goal or when a player throws the ball to their own goalie. When this happens, all players except the goalie and thrower must stay behind the free throw line.
12. The goalie can move anywhere inside the "Goalie Area" but cannot leave the goal area with the ball.
13. The goalie can leave the "Goalie Area" without the ball and becomes a regular player but cannot re-enter the goal area with the ball.
14. The field player cannot throw the ball to their own goalie while they're in the "Goalie Area".

Tip:

- You can also play Handball without any goalies. The "Goalie Area" rule still remains in effect.
- Instructors can be a free pass for any team.

6. City

Equipment Needed: Scooters, Boxes, Cones, Pins, Tape

Set Up: Create a "City Map" using boxes, cones, and pins as buildings and tape as directional arrows.

How to Play:

1. Players must navigate their scooters (SITTING, STOMACH, KNEE, TOOTSIE ROLL, PARTNER) through the "City Map" while following all directional rules and not hitting any "buildings".

7. Safe Base

Equipment Needed: Scooters, Cones

Set Up: Create 4 or 5 "Safe Bases" throughout the playing area using cones.

How to Play:

1. The coned squares are "Safe Bases".
2. Designate a player to be "it".
3. When the whistle blows players have to to a new safe base without getting tagged.

8. Spider Tag

Equipment Needed: Scooters, Balls, Cones

Set Up: Create a rectangular boundary with the cones. Designate lines or bases that are safe.

How to Play:

1. Designate a player to be "it".
2. Players form a circle around the "it" play.
3. "It" is the spider, who can either tag players or throw a ball at them.
4. Once the whistle blows, players scooter (while SITTING using their hands and feet or KNEELING using their hands) to designated safe lines or bases.
5. If players get tagged or hit by a ball, they become a spider too.
6. After each round the player circle may move further and further out (web gets bigger).

9. The Caterpillar

Equipment Needed: Scooters

Set Up: Open Space

How to Play:

1. Players divide into pairs; one player sits on their scooter while the other player sits on their scooter behind them with their hands on the others shoulders.
2. Both players use their feet to move around and try to attach to other pairs of players to create "Caterpillars".
3. The game ends once all players are connected into one long "Caterpillar".

10. Numbers Game

Equipment Needed: Scooters, Balls, Cones, Goals

Set Up: Create a playing field with cones and goals if you will be incorporating shooting.

How to Play:

1. Divide the class into 2 teams and give each team its own set of number's i.e. – 1,2,3
2. Assign names to each team – ALWAYS ASSIGN NAMES!! i.e. - the Dragons vs. the Tigers.
3. Each player will have a same number as one other player on the other team.
4. Call a number and throw out 2 balls.
5. The players from the different teams with the same number must scooter (sitting using their hands and feet to move) out and get a ball, scooter it down to their team's basket/goal, and take a shot.
6. Each player gets 1 shot.
7. Whether they make it or miss it, they have to collect the ball, and return it to the Instructor as fast as possible, then return to their team.

Tips:

- Award points for a player who runs back to his/her team faster than the other player or for cheering loud.

11. Relay Races

Equipment Needed: Scooters

Set Up: No set up needed.

How to Play:

1. Players are split into even teams/lines.
2. Create a point to point straight course with cones/mats/etc. for each team.
3. When the Instructor blows the whistle players in the front of the line will scooter (SITTING, STOMACH, KNEE, TOOTSIE ROLL, PARTNER scooting) through the course and back, which is when the next person will go.
4. This will continue until all players on the team have gone.
5. The first team to have all their players go through the course and sitting quietly in a straight-line wins.

Tips:

- Be sure to add a variety to the challenges.

12. Red Light Green Light

Equipment Needed: Scooters

Set Up: No set up needed.

How to Play:

1. Players will scooter (SITTING, STOMACH, KNEE, TOOTSIE ROLL) as the Instructor calls out "Red Light" (stop) or "Green Light" (go).
2. If players fail to stop scootering when the Instructor calls "Red Light" they must return to the starting point.

Tips:

- Instructors may incorporate a "Yellow Light" command for players to go slow.

13. Marco Polo

Equipment Needed: Scooters

Set Up: Make a small rectangle playing area with cones

How to Play:

1. Choose 1 player to be it – they are Marco.
2. The other players are Polo.
3. Marco must close their eyes and try to catch a Polo.
4. Everyone must scooter around the boundary (sitting on their scooter using their hands and feet to move around) and no one can touch Marco.
5. If Marco yells out “Marco!” everyone must respond with “Polo!”
6. When “Marco” is called out, all players must stay still and can’t move until “it” player has reached out to try and tag someone.
7. If a player goes outside of the boundary and Marco yells “Fish out of water” they are automatically it.
8. When Marco catches a Polo, they become Marco and a new round starts.

14. Tractor Pull

Equipment Needed: Scooters, Jump ropes

Set Up: Tie 3 to 4 jump ropes together to create one long rope. Have one long rope per group.

How to Play:

1. Divide players into groups of 5 to 6 and give each one a rope and a scooter.
2. One player for each group starts on a scooter while the rest of the group holds each end of the rope making sure the rope stays tight and on the floor.
3. The player on the scooter places the middle of the scooter over the rope and lies on their stomach and uses their arms to pull themselves to the other end.
4. When the player reaches the other end they switch with a player holding the rope.

15. Nascar

Equipment Needed: Scooters, Cones

Set Up: Place the cones in an oval shape to create a racetrack.

How to Play:

1. Divide players into two groups. One group will be the drivers and the other will be the pit crew.
2. Drivers will be the first to scooter/race around the track (SITTING, STOMACH, KNEE, TOOTSIE ROLL, PARTNER scooting). Pit Crew will wait inside the inner circle.
3. At the Instructor's discretion the players will switch. Drivers will go into the center circle or "Pit Stop" and switch with a player on the pit crew.

Tips:

- If the class is smaller there is no need to divide the players.
- Give the "Pit Crew" an activity to do while waiting for their turn.

16. Scooter Bowling

Equipment Needed: Scooters, Cones, Bowling Pins

Set Up: Create several bowling lanes with pins at the end of each. Place a cone at the opposite end of each lane.

How to Play:

1. Divide players into equal teams corresponding with how many bowling lanes there are.
2. One player sits on the scooter while linking arms on two other players.
3. Those three players work together to fling the player on the scooter down towards the pins to knock them over.
4. All players cycle through each position.

17. Steal the Bacon

Equipment Needed: Scooters, an object to be used as “Bacon”

Set Up: Place the bacon between the 2 lines

How to Play:

1. Divide the class into two teams.
2. One object is required to be the bacon; a glove is a common choice.
3. The members of each team are numbered. They form two opposing lines and place the bacon in the exact center between them.
4. The Instructor then calls out a number. The players on each side who are assigned to that number are the players for that round. No other team members leave their side of the field.
5. Neither player may touch the other until someone touches the bacon. Once a player touches the bacon however, the other player may tag him/her.
6. If a player is able to grab the bacon and scooter (SITTING) it back over to his/her side, that team scores a point.
7. If a player is tagged after touching the bacon and before he/she returns to their own side, the team that tagged him/her scores a point.

Tips:

- Note that the sequence of play usually involves 2 kids running out and hovering over the “bacon”, waiting for a slight advantage to grab it and scooter back before the other player can react.

18. Prisoners Base

Equipment Needed: Scooters, Flags, Cones

Set Up: Create playing field with cones that has two halves.

How to Play:

1. Divide the group into two teams.
2. Pick one student on each team to be the “prisoner” for the other side.
3. Teams try to free their prisoner by scooting (SITTING, KNEE, STOMACH) across the other side and tagging their prisoner free.
4. If a player gets caught (tagged), they become a prisoner in the base.
5. If the player attempting to rescue their own prisoner made it into the prison through the opposing team without being caught, he/she is safe while in the prison and could pick their own time to scooter with the prisoner back to their own side of the line.

6. The team with the most prisoners wins.

19. Basketball

Equipment Needed: Scooters, Hula Hoops, Basketball

Set Up: Place the Hula Hoops at each end of the court.

How to Play:

1. Divide players into two teams.
2. Begin the game by bouncing the basketball into the center of the court.
3. Players will scooter (SITTING) to get the ball and pass or bounce it to other players around the court.
4. To score a "basket" players must bounce the ball inside the hula hoop. Each basket is worth 2 points.

Tip:

- To encourage full participation set a pass limit before teams can score. (Example: 3 passes before a team can score)

20. Ultimate Frisbee

Equipment Needed: Scooters, Frisbee, Cones

Set Up: Place cones at either end of the field to mark the beginning of the end zones.

How to Play:

1. Divide players into two teams and have one team start with the frisbee.
2. To move around players will sit on their scooter and use their hands and feet.
3. To get the frisbee to the end zone players must pass the frisbee to each other. Players cannot move while in possession of the frisbee.
4. Teams only score a point if one of the players on that team catches the frisbee in the end zone.

21. Push Off

Equipment Needed: Scooters

Set Up: No set up required.

How to Play:

1. Players sit on their scooter with their knees bent and feet against the wall.
2. Either all together or one at a time, players will push off the wall and see how far they go on their scooter.

22. Superman

Equipment Needed: Scooters

Set Up: No set up required.

How to Play:

1. Players will hold the scooter by the handles up against their chest.
2. They will crouch down to the ground and then push off onto their scooter and glide across the floor like Superman flies through the sky.

23. Scooter Bowl

Equipment Needed: Scooters, Bowling Balls, Pins

Set Up: Create several bowling lanes with pins at the end of each. Place cones to mark a release line.

How to Play:

1. Players pair up into teams of two and get in line for a lane with their scooter.
2. When it's a team's turn one player sits on the scooter with a ball and the other waits behind to push the player on the scooter.
3. To bowl the player pushes the player on the scooter down the lane towards the pins.
4. Once the player on the scooter reaches the release line marked by the cones they release the ball into the pins to knock them over.
5. For their next turn players will switch rolls.

24. Turkey Hunt

Equipment Needed: Scooters, Hula Hoops, Pinnies

Set Up: No set up required.

How to Play:

1. Designate 3 to 5 players to be the "hunters" and the remaining players will be "turkeys". Players will sit on their scooters and use their hands and feet to move around.
2. "Hunters" will be given a pinnie to wear and a hula hoop to try to catch the "turkeys" with.
3. "Hunters" catch "turkeys" by catching them in their hula hoop.
4. If a "turkey" is caught they must go to the "kitchen" and sit out.

25. Pin Ball

Equipment Needed: Scooters, Pins, Cones, Dodge Balls

Set Up: Form a rectangular court with a center line cutting the court in half using cones. At each end of the court place a pin.

How to Play:

1. Divide players into two teams. Each team will be assigned to guard a pin.
2. Teams cannot cross the center line.
3. Teams will try to use the balls to knockdown the other teams pin.
4. Players can only defend the pin by catching a ball.
5. If a player is hit by a ball they are out.
6. Players will sit on their scooters and use their hands and feet to move around.

26. Top Gun

Equipment Needed: Scooters, Flags, Cones

Set Up: Create a small square somewhere in the gym to designate as the repair station.

How to Play:

1. Divide players into three groups.
2. Each player wears a set of flags and can either sit or kneel on their scooter using their hands and feet to move around.
3. Designate one player from each team to be the "top gun".
4. The object is for teams to take the flag from another teams "top gun".
5. The "top gun" is not allowed to pull flags and must be protected by their teammates who can pull any player's flags.
6. When a player's flag gets pulled they must go to the designated repair station and reattach their flag in order to return to play.
7. Once a "top gun's" flag is pulled the game restarts with new top guns.

27. Pac Man

Equipment Needed: Scooters, Pinnies

Set Up: No set up required.

How to Play:

1. Choose 3 to 5 players to be “Pac-Men” while the rest of the players will be “ghosts” and wear pinnies.
2. Players can only scoot (SITTING, STOMACH, KNEE, TOOTSIE ROLL) along the colored lines on the gym floor.
3. “Pac-Men” players will try to tag the “ghost” players. If a “ghost” gets tagged they must give the player who tagged them their pinnie and become a “Pac-Man”

28. Monster Ball

Equipment Needed: Scooters, Cones, Balls

Set Up: Use cones to set up a rectangular court and a goal on either end.

How to Play:

1. Divide the players into two teams.
2. Players will sit on their scooters and use their hands and feet to move around.
3. Three balls will be in play at all times.
4. Players will be trying to shoot one of these balls into the goals to score a point.
5. Players playing defense may block the ball during a pass or a shot on goal but may not grab it out of a players hands.

29. Horse and Wagon Race

Equipment Needed: Scooters, Jump Ropes, Cones

Set Up: Place a line of cones at each end of the gym.

How to Play:

1. Players will divide into teams of two. Each team will have a scooter and a jump rope.
2. Teams will line up at a cone with one player sitting on the scooter holding the middle of the jump rope (the wagon) while the other player is standing in front of them holding the two handles of the jump rope (the horse).
3. When the instructor blows the whistle the “horse” will run, pulling the “wagon” behind them, from one cone down and around the other cone and back.

4. First team back wins. Players switch roles for their next turn.

30. Tag Tournament

Equipment Needed: Scooters, Cones

Set Up: Create a rectangular boundary with the cones

How to Play:

1. This is a game of old fashioned tag but with scooters. Players will sit on their scooters and use their hands and feet to move around.
2. Select a player to be "it".
3. Instructor will give the "it" 10 slow seconds to tag as many players as he/she can.
4. If players get tagged they are out of the tournament.
5. If the "it" doesn't tag anyone, they are out of the tournament.
6. After the 10 second rounds, Instructor will select a new "it".