

Horse is a game where players take turns shooting a ball at a hoop in a unique way (e.g., standing on one leg, shooting with one eye closed, dribbling the ball five times before shooting, etc.). The person who starts a round of play must explain and demonstrate the unique shot. The other players must do the same. If they miss, they collect a letter from the word horse (H-O-R-S-E). If a player collects all five letters, they are out of the game. Note: If the player who starts the round misses their shot, they don't collect a letter. Instead, control goes to the next player who must decide on a unique shot. The last player standing wins the game!

Set up game stations to match the age and skill of your students. You may want to use light rubber balls and low basketball hoops (or even garbage cans or crates). If desired, put chart paper at each station (or use another method) to help students keep track of their letters.

Explain and demonstrate how the game works. Then divide the class into groups of five students and invite them to start playing while you serve

as monitor.* [(an5J 0.02 Tc 0) 0.02 Tc 0 Tw 0 -1.3hcad,31(l)4.6(l)-2.4(e)-8dit w3it w31.95oe 1.5(d100 T995 Tz 33



