



Jail (Angry Birds)

- The students line up at an appropriately challenging distance from one court (groups of around 8 -12 are ideal).
- Each child gets a chance to serve and land a Speeder in the square.
- If it lands in, they are safe and go to the back of the queue. If not, they must go to Jail:
ie. they drop the racquet and run to the target square. If they can catch a Speeder hit by another player, they are free from Jail and the player they caught goes to Jail.
- Normally the numbers ebb and flow until only one player is left. If the last player lands a Speeder or is dropped, they win the game. If they miss outside the court, it's a jailbreak: everyone is free, and a new round begins. The kids may step out the court to make a catch. If they drop the Speeder the hitter is safe.

Tip: Adjust the court size to the number of participating students.

kid standing

- On a signal everyone starts to hit their Speeder straight up and tries to keep it in the air. If the Speeder hits the ground they have to sit down next to it. The last person hitting wins.

