



# Going, Going, Gone

A team game, designed to get your young people moving as fast as they can. This game was invented and submitted by a Junior Section Boy.

## How?

Split your young people into teams. Teams of around 4-6 people work well. Have them sit in one big circle. So if there were four teams, then the first quarter of the circle would be team 1, the second quarter would be team 2 and so on.



Give each team member a number. If there are 5 members in a team then you would have a numbers 1 to 5. Make sure each team have the same numbers. So once again, if there are four teams then you will have four number 1's, four 2's and so on.

Place a hoop behind each team, but as far away from the circle as possible.

To play the game, place a number of items at the centre of the circle. Call a number. If you call '1' then the person who is number 1 in each team needs to get up, run all the way around the outside of the circle, before running inside the circle, at the place they started. Their job now is to grab an item, run to their hoop, place the item inside and run back to get another item. Each team carries on doing this until all the items in the middle have gone.

Once all the items have gone, count up the items in the group's hoop and record the scores. Place some items back in the middle of the circle and call a new number.

Each time, vary the number of items in the middle. You could have just the one item, or you could have 20 or 30. Bean bags, small hoops and ball work quite well.

After a few rounds, the winning team is the team who have got the highest score.

## Equipment:

- A hoop for each team. (if you don't have a hoop you could draw a circle on the floor with chalk)
- Lots of small items (Bean bags, small hoops, balls, cones etc)

## Details:

Age - Anchors / Juniors

Time - 10 - 15 Minutes

Difficulty - 2/5

