

## 14. Beat the Ball

### Description

Arrange pupils in groups of 5. Arrange the spot markers into two squares, one inner square and one outer square. 4 pupils stand at a spot marker in the inner square, keeping a safe distance apart, while one pupil stands at a spot marker on the outer square. The pupils in the inner square pass the ball around the square. The pupil on the outer square runs around to the different points of the square and tries to get back to their starting point before the ball is passed around the inner square. Swap the pupils around after each turn.

### Equipment

- Spot Markers
- One ball per group of 5

### Variations

- Increase or decrease the number of pupils in the inner shape.
- Increase the number of laps the outer runner has to run.

