

Recommended Age Group: All Ages

Activity Description (clear & concise):

This activity can be played with participants of all ages. It is a great activity to have up your sleeve for wet weather or if you have time to fill.

This activity can be played with minimum of 10 people and a maximum of 70. This game is active & requires the participants to encourage one another.

This Shoe Game is easy to set up & only requires 1 person to run. You should have even numbers on each team, with 2 teams playing. If you have a lot of space & quite a lot of people, you could very easily set up 2 games going at the same time.

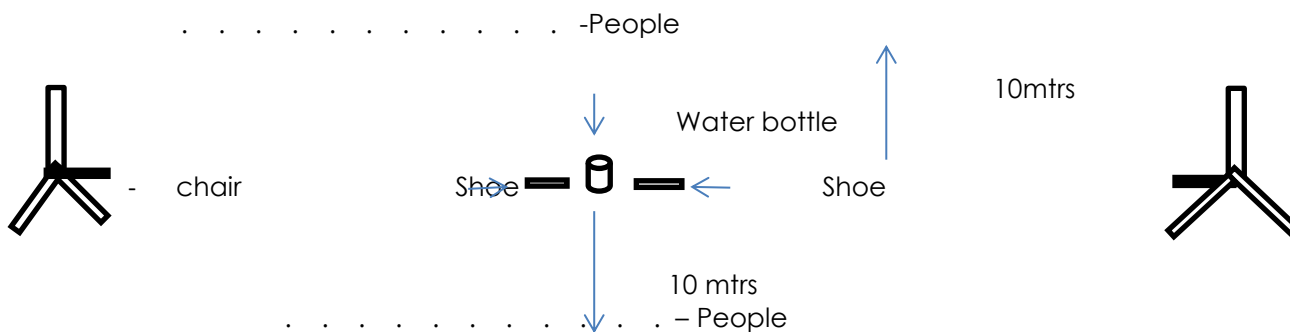
The aim of this activity is for each participant to try & score a point for their team, they do this by competing against an opponent from the opposite team. There is an area set up with 2 chairs facing each other roughly 15 metres apart. In between these chairs, there is 1 half full water bottle on the ground in the middle. Also, the same distance from each chair, either side of the water bottle, is a shoe. There should be 2 shoes total, one either side. Once you have 2 even teams you need to have them standing opposite each other, with this set up in between.

Once they have lined up they should be given a number 1-25 or however many is in each team. On the opposite team their will be someone with the same number as you, as the teams are even.

Once each person knows their number you can begin the game. The aim of the game is to knock over the drink bottle with a shoe before your opponent does. The players must be sitting on a chair and can continue to throw until one of them has knocked the bottle down. The game can be played until everyone has had 1 or 2 goes depending on the number of people & time you have.

At the end of the activity you can announce the winning team

Diagram of Activity set-up:



Equipment Required:

- 2 chairs
 - 1 pair of shoes
 - 1 drink bottle (half full)
 - Pen/paper to keep score & numbers on
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Number of Coastlife Staff Required:

25 students = 1

50 students = 1

75 students = 1 or 2

Duration of Activity (provide breakdown if necessary):

Can play for half an hour or up to 1.5 hours, depending on number of participants you have.

Suitable Location/Setting:

Kianinny Cabins - grass outside or in the pavilion
Wambiri - grass outside or in the hall
Campgrounds - on the grass/beach

Safety Considerations:

Participants may be hit with shoe during activity

Program Delivery**Introduction Briefing Points:**

Participants don't need any materials for this activity. Split the group into 2 teams of equal numbers for this game, line up alongside each other in 2 lines facing one another & number off. They need to remember their number. Number them off starting at opposite ends of both lines, so they are not directly across from their opponent. Set up the materials in between the 2 teams. The teams should be standing roughly 10 metres back from the materials on each side.

Activity Delivery Process:

1. Begin the game by calling out any number from the numbers you have, the person from each team that is that number will then run out into the middle of the area.
2. Once they get there they can grab either shoe - whichever shoe is closest to them & they can only ever have one shoe in their hand at any time.
3. They then run to either chair & then they must sit down on it.

4. They can then begin throwing their shoe at the water bottle, trying to knock it over before their opponent does. Once they have thrown it they will continue to grab a shoe and keep doing this until they knock it over.
5. They can grab which ever shoe they like, if there opponent throws a shoe & it lands close to you, you can then grab this shoe.
6. You can go to either chair throughout your turn, and continue to chase your shoe until you finally knock it down & receive a point.
7. You must remember you can only have 1 shoe in your hand (either is fine, and you can go to either chair) you must be sitting on the chair before you throw.
8. Once the water bottle is knocked over that person gets a point for their team & they run back to the line, the bottle is set back up & then a new number is called.

This game is fast paced & the players will keep running & chasing the shoes until they finally get the water bottle over.

Facilitator must keep track of score.

Debrief Points and Outcomes:

Talk about the enthusiasm & involvement of everyone & congratulate the winning team.