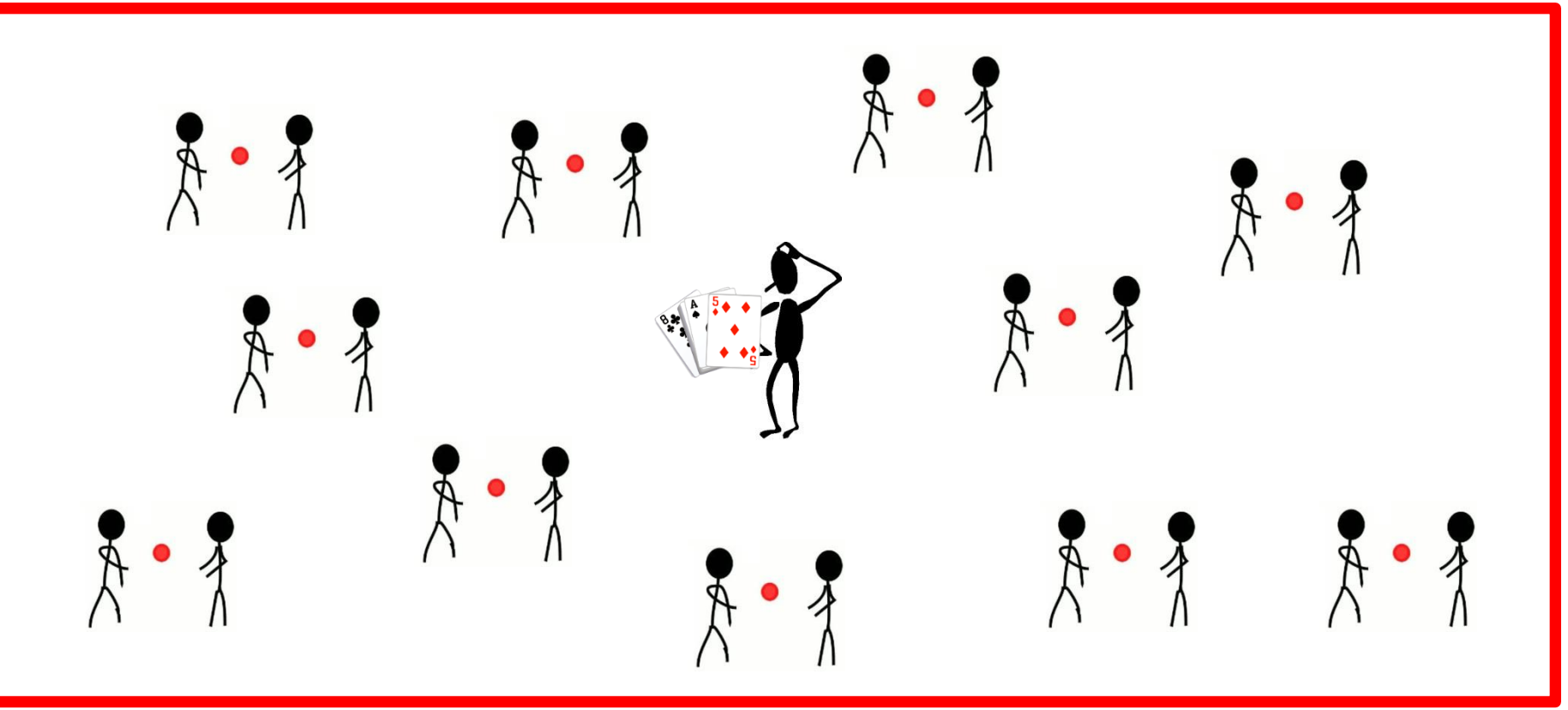
Card Catches

Description:
Organise students into pairs. Each pair shares a ball. The teacher stands in the middle of the area holding some decks of playing cards. To start the game each pair must complete 10 passes to and fro. After completing the set of passes, the student that does not end up with the ball then runs to the teacher to grab a card. The pair must then complete another set of passes according to the number on the card. Therefore, if they have a number 7, they complete 7 passes. After completing each set of passes the student without the ball runs to collect a new card. This process is repeated until there are no cards left. Picture cards (king, queen, jack, joker) = 11 passes.
Variation: Use different types of balls or passing, eg football, soccer ball, hockey puck, etc.

Equipment:
- Class set of balls
- 2 or 3 decks of playing cards



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