

**Capture the Code!** *(This activity has been adapted from the resource: Phys.Ed Fun & Fitness and can be purchased @ [www.amazon.ca](http://www.amazon.ca))*

**Equipment:** 2-4 baskets or buckets (the number of baskets depends on the class size; two games could be played separately with 4 baskets needed), pylons to separate the teams and basket holder space, soft balls (loofahs, yarn balls, foam balls, etc.), 2-4 QR Code Readers (ie. iPads, iPhones), QR Code sheets (one set for each team) OR numbers printed on sheets if no QR Code Readers are available, poster paper and felt for each team.

**Organization:** Divide the class into 2 or 4 groups, depending on the number of students you have. For larger groups, divide into 4 teams and have 2 teams play against each other using half of the activity space. Each team is separated by the centerline (pylons). Place a circle on pylons on each side approximately 3-5 metres from the centerline (or a good throwing distance to challenge your students). Choose one student from each team to go to the other side and stand inside the circle holding onto a bucket or basket. Place the QR Code Readers and QR Code Cards (see below) off to the side of each team in a pile. On the signal to start, students attempt to throw a soft ball/object to the opposite side of the playing area and on the other side of the centerline trying to get their “bucket holder” to catch it. NOTE: Students cannot cross the centerline when throwing the object. If a successful catch is made into the bucket, the student who threw the ball goes over to their sideline, flips over a code from the pile and uses the QR Code Reader to scan the code. Once scanned, the number of points awarded will be given and that student will write the number on the poster paper. After a few minutes of play, students total up their points. If more than two teams are playing, switch who plays who and play again. If only two teams, play again or change the teams up.











