Bucket Blast

Steal It

1. In a marked area players have to 'steal' others bean bags from their buckets whilst trying to stop others 'stealing' theirs.
2. Once a bean bag has been stolen the player must be put into their own bucket.
3. Play for a set period of time, the player with the most bean bags wins.

Bucket Blast Kabaddi

1. Two teams of 4-6 players play in a marked court.
2. Each team has a 'home' side of the court.
3. To score a team member/s must enter their opponents side of the court. Once there they try to steal as many beanbags as possible from the opposing team. However, if one of their beanbags are stolen they lose the ones stolen and must return to their side of the court. If they manage to return to their own side of the court without losing any bean bags they can put the stolen beanbags into a hoop to be counted later.
4. Play for a set period of time, the team with the most bean bags wins.

Bucket Blast Get Out of Jail
1. Two teams of 4-6 players play in a marked court with a zone in each corner.
2. Each team has a 'home' side of the court.
3. To score a team member/s must enter their opponents side of the court. Once there they try to steal as many beanbags as possible from the opposing team. However, if one of their beanbags are stolen they must enter the zoned area in their opponents side, the 'jail', and give back any bean bags stolen. If they manage to return to their own side of the court without losing any bean bags they can put the stolen beanbags into a hoop to be counted later. They can be released from the 'jail' by a member of their own team giving them a high five.
4. Play for a set period of time, the team with the most bean bags wins.

Cats and Mice

1. The group is divided into equal teams.
2. One team wears the buckets containing one bean bag, these are the 'mice'.
3. The other team are the 'cats' and try to catch the 'mice' by stealing a beanbag. The 'cats' can work together to try to 'corner' a 'mouse'.
4. Once caught the 'mice' must enter a trap area and perform actions, e.g. star jumps.
5. How quickly can the 'cats' catch all of the 'mice'.

Farmer, Farmer

1. A 'farmer' stands in the middle of a marker area whilst the rest of the group stand at one side.

2. The group chants 'Farmer, Farmer may we cross your golden river?' to which the farmer replies 'Yes, if you are………. (wearing a certain colour, item of clothing, have a certain eye/ hair colour etc). Those identified players can cross to the other side of the marked area safely.
3. The remaining players must try to cross the area without the 'farmer' stealing a beanbag. If a bean bag is stolen from a player they must join the farmer in the middle of the area and help to steal beanbags from the others.
4. Once there is only one person left, change the 'farmer',