

ALL OMNIKIN® PRODUCTS SHARE THOSE VALUES :

- Engage all students actively and promote physical activity through dynamic play.
- Develop student 'game presence' and decision making ability through physically activity.
- Promote good sportsmanship and fair play

THE GAMES

SEAWEED BULLDOG WITH OMNIKIN SIX

A player or the teacher is in the middle of the gym with the ball, while the other participants are behind a line at one end of the gym. When the teacher yells "BULLDOG" the players must run across the gym and get to safety behind a line at the other end of the gym without being touched by the ball. The players that are touched by the ball are then stuck in seaweed, meaning they can't move anymore and can only move their arms to touch the other players. From that moment, if another player is touched by a seaweed that person will also change into seaweed. Once all the remaining players are behind the line at the other side of the gym, simply repeat these steps until there are only one to three survivors.

Safety tips:

In order to avoid injuries, make sure you tell your players to stay away from the walls. To do so, you could use a line on the side as a limit.

THE POPCORN MACHINE

The players form a circle, lying on their backs with their feet toward the center of the circle. The players form a popcorn machine. The coach throws the ball (popcorn seed) and the players must keep the ball as long as possible in the machine (inside the circle) using only their legs. You can go with elimination: the player responsible for the exit of the ball out of the circle. You can also form another outside circles with 6 to 8 people that are responsible to throw back the popcorn seeds

CONQUEROR

The goal of the game is to conquer all the players. It's a tag game where two people are the conquerors and the rest are scattered on the field. The two conquerors can not move while holding the ball so they have to make passes to the other conqueror to try to hit the other players. When someone is touched by a ball, that person becomes a conqueror also until everyone is a conqueror or only one person remains. You can ask newly conquered people to pick a wristband or a pinnie to indicate to the other players who is their adversary.

You can have a few balls during gameplay so that the game becomes more challenging and more participative for everybody. What is also fun about this game, is that, by itself, it prohibits any type of bullying. If someone is trying to aim to a particular classmate, that person will become part of their team and they will have to rely on him or her at one point or another.

Fun ideas:

Before starting a game, take the time to do a small History lesson by asking your students what is a conqueror and cite a few well known conquerors throughout History (Alexander the Great, Julius Caesar, Napoleon, etc.). You could even ask about more modern dictators like Hitler or Stalin.

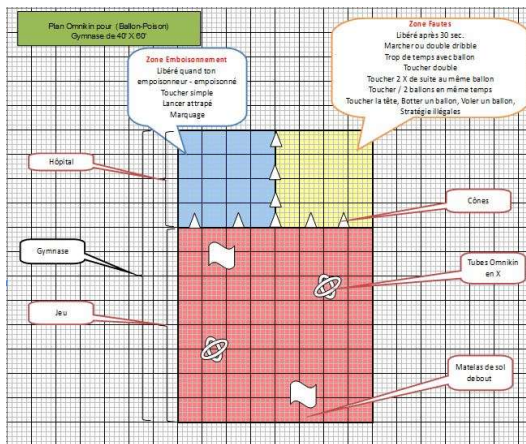
OMNIKIN® POISON BALL

Goal of the game :

Become the sole survivor! That means, eventually you have to get everyone poisoned to win!

Materials :

- 1 set of 3 OMNIKIN® Poison Balls (three different colors)
- 5 to 6 objects, such as folding mats, set up scattered throughout the playing area as bunkers (Optional)
- Physical display: Use a line or the walls to determine the limits of the playing area and set up bunkers. Designate an area (hospital) where players who get out need to wait after they have been poisoned or they committed a violation.



In this game, you are competing with all other players to be the sole survivor (or the sole surviving team for the team version).

The game starts with players scattered throughout the playing area and with the teacher tossing the balls into the air and yelling “Poison!” Players then compete to become to be the sole survivor by using the OMNIKIN® balls, getting all opponents poisoned without committing violations.

Poisoning

If you get poisoned by another player, you have to get to the hospital and stay there until this player gets poisoned or commits a violation.

Poisoning Rules
Clean hit: Happens when a player throws the ball straight at another player, touching it first before it touches the ground, an obstacle or another player, and this player doesn't catch it cleanly. The touched player is then poisoned.

Clean Catch: Happens when a player throws the ball straight at another player that catches it before it touches the ground, an obstacle or another player. The throwing player is then poisoned

Tagging: Happens when a player holding a ball in its hands touches another player with it. The touched player is then poisoned.

OMNIKIN® POISON BALL (cont.)

Traveling Rules

Once a player takes control on the ball, he is allowed to move it around by finger dribbling it as long as he keeps it on the ground. Once he picks the ball up, he is not allowed to walk until he gets rid of it.

Violations

During the game, violations will happen. These violations send the player committing it to the hospital for 30 seconds (self-counted)*. This 30 seconds count begins when the player enters the hospital.

The violations are : **Walking** (moving the ball without finger dribbling it), **double dribble** (picking the ball up and then putting it down and starting to roll it across the floor again), **time violation** (once a player stopped moving the ball, he or she has 10 seconds to get rid of it), **ball violation** (at no time can a player be in contact with two balls at the same time) **color violation** (coming in contact with the same color ball after using it without touching one of another color before), **head hunting** (If a ball is thrown and makes contact with someone in the head, both the thrower and the targeted person are out).

Note: The thrower is always is expected to check with the person who got hit and to make sure they are okay. OMNIKIN® Poison game

* You can replace that 30 seconds by a anything else. For instance, you could ask for a small physical test like 10 jumping jacks or the like.

RELAY PASS

In Teams of 6 to 8

Two people are at one end of a field and the rest of the people are stashed on the other end of the field. The goal is to cross the field while passing the ball. When you have the ball, you can not move. If the ball falls down, you have to restart to the beginning of the line. When you reach the end of the end of the field, two other people takes the relay up until the whole team has crossed to the other side. The first team to finish gets a point.

RELAY HOLD

In team of 6 to 8

With an Omnikin air, the principle is almost the same as the previous game, however, everybody is on the same side of the field. The goal is to cross the field and come back while holding the ball with their belly.

BOUNCE AND HIT

Using the Omnikin Six balls, each team has one ball and they have to make it bounce and reach a target of your choice.