Fortnite

**Age Category:** Gr. 4-6

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| **Description of Activity:*** Stand up 4 mats in different areas around the gym (to use as shelter). Divide students into 2 teams and give them each pinnies with their team colour.  Students are to find their own spot in the gym. They are to remain still until the whistle blows or a start signal is given.
* The teacher places all the balls onto the court and blows the whistle/gives the signal.
* Students are to run to grab a ball or run to find cover.
* Once a student has a ball, they are to roll the ball underhand to try to hit the opposing team below the knees.
* If you get hit, you must stand by your team’s cone until you are rescued.
* There are 2 possible ways to be brought back into the game.
	+ First, if you roll the ball to someone who is out (standing by the pylon) and they cleanly catch it they are freed.  If an opponent catches it cleanly (intercepts it), they get to bring one of their teammates back in the game and you are out.
	+ The second way to get back in is to throw a blue, purple or yellow ball in any basket, blue ball gets 1 student back in, purple =2, yellow=3.
	+ If you are out, you must do the floss until you are rescued.
* Every 2 minutes the storm shrinks.
	+ Start with whole gym.
	+ 1st storm = basketball court.
	+ 2nd storm = only center section of the gym inside the 3pt lines.
	+ 3rd storm = only center section of the gym in between grey lines.
	+ 4th storm=center circle.
* To retrieve balls that are in the storm, students may go out and get the ball but must do 5 jumping jacks to return to the game.
* When the storm comes, you will get a 10 second countdown to move mats or needed equipment into the gameplay area.  If any mats are left out in the storm, they are removed for the remainder of the game. If you are stuck in the storm after the countdown is over, you are out and must line up by your team’s pylon.
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| **Equipment Needed:*** 12 Gator Skin Balls

(6 green, 3 blue, 2 purple, 1 yellow)* 4 Mats
* 2 Pylons
* Pinnies (2 colours)
* 10 cones
 | **Safety:*** Remind students to only throw the ball in an underhand roll so it hits below the knees
* Remind students to keep their heads up to watch where they are going.
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| **Modifications:*** A third way to get back into the game can be added.  Allow students to do a strength exercise. (30s plank, crunches, push-ups, lunges, squats, toe touches, etc.)  Maybe only allow while it’s on the whole court before the Storm comes.
* If equipment is limited, you can use all the same colour balls and get 1 person back into the game from inside the key, 2 = outside the key, 3=3 pointer.
* Once students are comfortable with the game, you can switch to a solo elimination round to see who the last student standing is.
* As an alternate way to save your teammates, you could have them pass the coloured balls to the teacher instead of in the basket and have them answer a review question on any topic that they could use the practice. This would work well for math but could be done for other subjects as well.
* Allow students to do their favourite fortnite dance that they know to give them options.

**If this activity is too difficult:*** Consider only having one way to rescue people, such as throwing the balls into the basketball net and possibly adding more coloured balls to the game.
* Consider only having the storm move in once or twice.
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| **Links:*** Toss a Name Game
* Yoshi’s Island
* Dodgeball
* Indiana Jones
* http://www.ssww.com/blog/fortnite-activity-physical-education/
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| **Curricular Evaluation**

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| **General Outcomes** |  | C:\My Documents\b.gif | C:\My Documents\c.gif | C:\My Documents\d.gif |
|  | Activities | Benefits Health | Cooperation | Do It Daily…For Life |
|  |  |  |  |  |
| **Specific Outcomes** | Basic Skills | Application of Basic Skills | Functional Fitness | Body Image | WellBeing | Communication | FairPlay | Leadership | Teamwork | Efford | Safety | Goal Setting/ Personal Challenge | Active Living in the Community |
|  |  | x |  |  |  | x |  |  | x |  |  |  |  |

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The Storm Boundaries:

