

Game → Target Shamrock

Objective

The goal of this game is to hit a shamrock target and collect as many shamrocks as possible.

Set-Up

- Scatter shamrocks in the centre of the activity space.
- Divide participants into groups of 3-4.
- Tape several shamrock targets on the walls around the activity space.
- Using cones, mark a throwing line in front of each shamrock target.
- Place piles of bean bags near targets.
- Have each group line up in front of a target.
- Participants take turns throwing (underhand or overhand) at the target.
- Each time a participant successfully hits the target, they run to the centre, pick up one shamrock, and bring back to their group.
- After a designated period of time, have groups count their shamrocks.
- Reset and play again, encouraging groups to beat their previous score.

Adaptations and Modifications

- Change how the participants move to collect shamrocks (i.e. galloping, shuffling, skip etc.).
- Have participants throw with their right and left hands.
- Increase or decrease the throwing distance.
- Write a challenge on each shamrock, when a shamrock is brought back to the group they must do that challenge as a group (e.g. jump 5 times, run around the activity space, gallop to a wall and back etc.).

Safety

- Remind participants to keep their heads up when moving around the activity space.

Diagram: Target Shamrock



Equipment Shamrocks cut-outs