

## MEGA ACTIV CURLING



Players - Any number! Equipment - Soft rolling objects! Space - Anywhere, any size!

- Each player will need 1 soft object to roll and be stood next to each other in a chosen rolling zone.
- Square scoring zones must be marked out increasing in distance away from the rolling zone; the first zone can be 5 strides away as a start.
  - Players alternate rolling their soft object, trying to get their object to stop in a scoring zone each turn. Each scoring zone is worth different points; decide the value of each zone before the game starts.
  - 4. If they roll into a zone, they count how many points it's worth and add it to their total. If they miss, they pick up their soft object and the next player has their turn.
    - Players have 5 turns each, adding to their score each turn. The player with the highest score after 5 turns wins!

## GAME BOOSTS



Increase or decrease: value of the scoring zones, distances/size of scoring zones, number of turns! 1 Player: What is the highest score you can get in 5

turns? Beat your PB! Do it in teams! Play in a tournament!