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Read instructions in their entirety. In the event of missing parts, call **1-800-533-0446**.

PYRAMID JAM™

Activity Instructions

Equipment List

- 1 PyramidJam™ Goal
- 36 Balls (Six 6" dia, Four 4" dia, Two 3" dia each in red, green, and blue)

Note: Inflate balls to just under 6", 4", and 3" diameter. Each ball should sit in and push through its proper opening on the PyramidJam™ Goal.

1. Knock Through

Objective. Be the team with the most points at the end of a predetermined amount of time.

Setup.

- Use the playing area available; a basketball court indoors or a soccer field outdoors is recommended. Adjust the boundaries and the size of the playing area according to the age and ability of the students.
- Position the PyramidJam™ Goal in the middle of the playing area.
- Place 6 red balls into the holes of corresponding sizes on the red panel of the goal. Do the same for 6 of the blue and green balls.
- Mark a circle around the goal. Adjust the size of the circle according to the age and ability of the students.
- Divide the class into 3 teams and designate each team a color by giving them the rest of the corresponding balls of either blue, green, or red.

Game Play.

- Players spread out around the circle.
- At the signal, players throw their balls from behind the circle, attempting to knock the other teams' balls through the holes in the goal.
- Players can rebound a ball from within the circle as needed, but remain behind the circle when throwing.

Scoring. Teams earn points for each ball that remains in their panel. Points are awarded according to location.

- 3 points = for the ball in the top row
- 2 points = for each ball in the middle row
- 1 point = for each ball in the bottom row
- The team with the most points after a predetermined amount of time, wins.

Options.

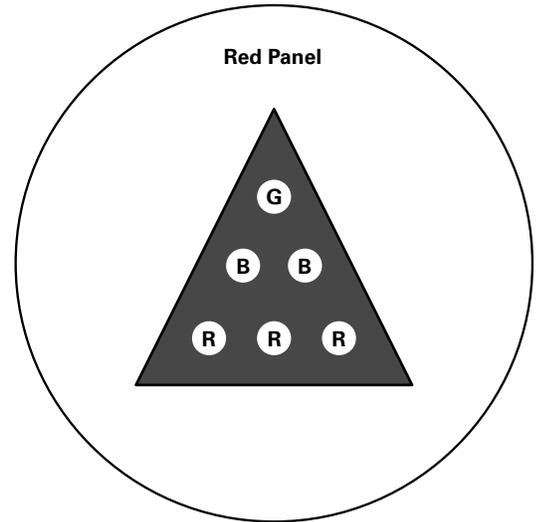
- For a greater challenge, increase the size of the circle around the goal.
- Players may block opposing teams' balls while in the circle rebounding their team's ball.
- Players must first knock through the large balls on the bottom row, then the middle 2 balls, and finally the small top ball.

2. Build the Pyramid

Objective. Be the first team to fill its panel of the goal with balls of its color, or be the team with the most points by the end of the predetermined amount of time.

Setup.

- Use the playing area available; a basketball court indoors or a soccer field outdoors is recommended. Adjust the boundaries and the size of the playing area according to the age and ability of the students.
- Position the PyramidJam™ Goal in the middle of the playing area.
- Each team places 3 of its large balls into the bottom holes of the panel that corresponds with its team color, then fills the middle holes with 2 medium-sized balls from another team, and 1 small ball from the third team.
- Mark a circle around the goal. Adjust the size of the circle according to the age and ability of the students. See side diagram.
- Divide the class into 3 teams and designate each team a color by giving them the rest of the corresponding balls of either blue, green, or red.



Game Play.

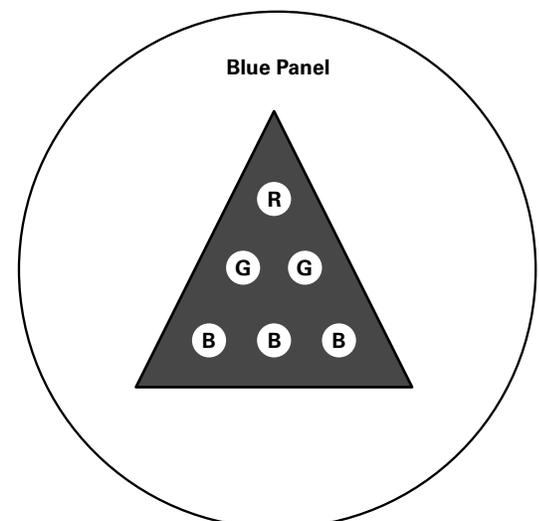
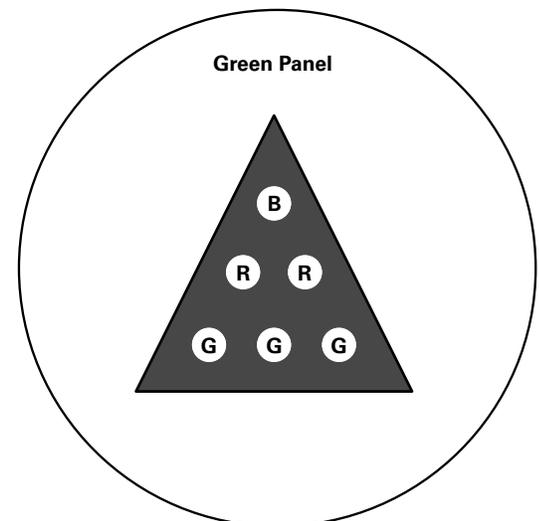
- Teams take their position around the circle, lining up in front of the panel that corresponds with their team's color.
- At the signal, players begin to throw their balls from behind the circle, attempting to knock the balls in the middle and top rows through the goal.
- If a team knocks one of its own balls through the goal, that ball (and its point value) is lost.
- Players can rebound a ball from within the circle as needed, but remain behind the circle when throwing.
- Once an opposing team's ball is knocked through a hole, a player fills it with his/her team's ball.

Scoring.

- The first team to fill its panel of the goal with balls of its color, or the team with the most points by the end of the predetermined amount of time, wins.
- 1 point is awarded for each of the team's balls in its panel.

Options.

- For a greater challenge, increase the size of the circle around the goal.
- If a team knocks its own ball through, it must correctly answer a math question given by the teacher before placing the ball back in the hole.
- Players knock through the entire middle row first, then go for the top row.



3. PyramidJam™

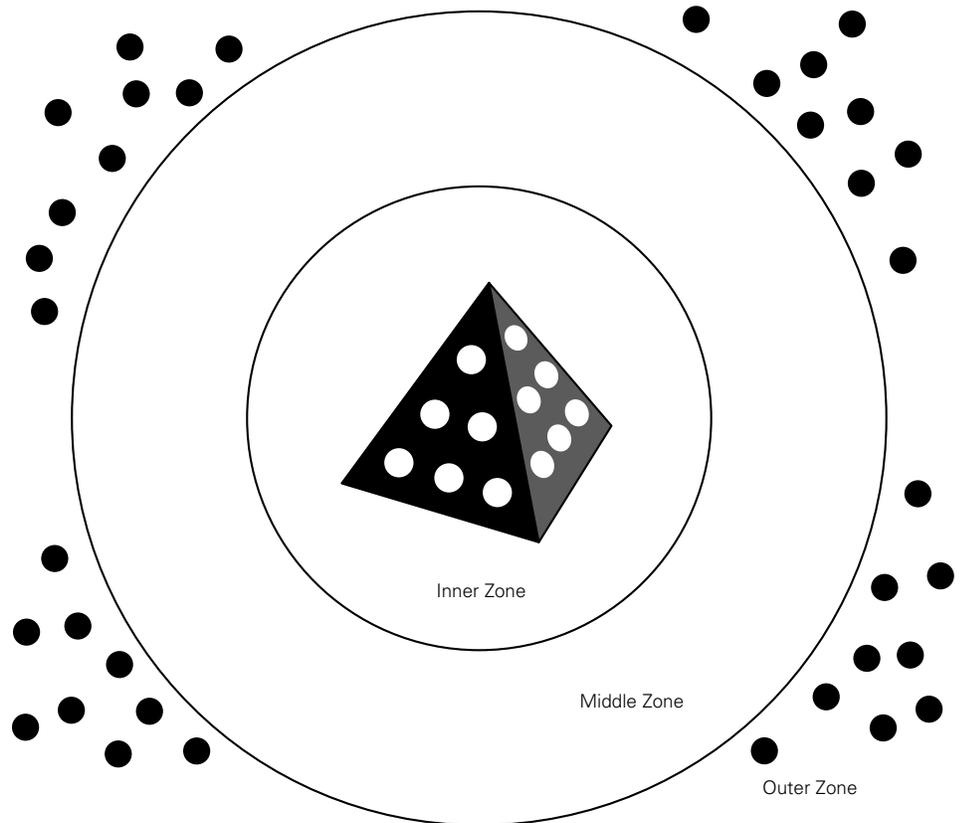
Objective. Be the team with the most points after a predetermined amount of time.

Setup.

- Use the playing area available; a basketball court indoors or a soccer field outdoors is recommended. Adjust the boundaries and the size of the playing area according to the age and ability of the students.
- Position the PyramidJam™ Goal in the middle of the playing area.
- Mark 2 circles around the goal – 1 small and 1 large. Designate Outer, Middle, and Inner Zones. Adjust the size of the circles according to the age and ability of the students. See diagram below.
- Divide the class into 3 teams. Assign 2 players from each team to the Inner Zone, and an equal number of players from each team to the other Middle and Outer Zones.
- Place all balls in the Outer Zone.

Game Play.

- Players from each team take their position within their assigned Zone.
- At the signal, teams pass their balls from the Outer Zone to the Inner Zone and place them in the corresponding holes on their team's panel.
- The Inner Zone is a no-defense Zone. Players in the Inner Zone receive and place the ball in the goal.
- Players in the Middle Zone play offense and defense. When playing defense, players remain at least 3' away from the Outer Zone Circle and attempt to knock down or intercept passes.
- Players from the Outer Zone pass to teammates in the Middle Zone, who then pass to the 2 teammates in the Inner Zone. The 2 in the Inner Zone place the balls in the team's panel on the goal.
- When a ball is scored (placed in the panel), that team rotates. The player who placed the ball, moves to the Outer Zone, and one player from each zone rotates toward the Inner Zone.
- If a ball is dropped, blocked, or intercepted, it is out of the game.



Scoring. Teams earn points for each ball placed in their panels. Points are awarded depending on location.

- 3 points = for the ball in the top row
- 2 points = for each ball in the middle row
- 1 point = for each ball in the bottom row
- The team with the most points after a predetermined amount of time, wins.

Options.

- The Middle Zone is defense only. Players knock down or intercept passes only.
- If a ball is dropped, blocked, or intercepted, the team does a predetermined exercise to get it back.
- Teams start with the largest balls first, filling their panel from the bottom up.

Activity Idea

Ultimate Scooter™ Basketball (Two-Basket Version)

*Combines the fun of scooter activities
with the skills of basketball.*



Grades 4-12. Open up the possibilities for basketball-type scooter games and activities. One-piece, impact-resistant PVC goal fits snugly into the 24" dia Ultimate Scooter™. Set includes 2 Ultimate Scooters™, 2 Ultimate Basketball™ Goals with nets (1 w/ blue net, 1 w/ red net), 6 foam 5" dia balls, and activity guide. 48"H goal; 2 lb 12 oz.

Objective

To increase student fitness with a fast-paced game that provides nonstop action and team-building, with each team trying to score as many baskets as possible.

Equipment (check your Gopher catalog or call for current pricing)

01-290 **Ultimate Scooter™/Ultimate Basketball™ Set**
82-011 **Ultimate Scooter™ (Red)**
82-015 **Ultimate Scooter™ (Blue)**

Directions

1. Divide the group into two equal teams with 4-6 players on each team.
2. Assign one team the red basket scooter and one team the blue basket scooter. Distribute enough gym scooters for the rest of the players.
3. Each team will try to score as many baskets as possible during the allotted game time.
4. Start the game with two balls. (One ball will work, two will provide more action.)

Rules

1. Students with the ball may attempt to score a basket or pass to a teammate. They may pivot with their scooters but may not move their scooter. Encourage movement by players without the ball.
2. When a player has a ball in possession, he/she must pass or shoot the ball within five seconds.
3. Players without the ball can move in any direction and should attempt to get open or into scoring position.
4. Opponents may not take the ball away from the other team by any means other than intercepting a pass. Any loose ball is a "free ball" and either team can gain possession.
5. All players must remain seated during the game.
6. Students with basket scooters must stay on their half of the gym; they may not cross the center court line; they may attempt to score. If a basket is scored, the player on the basket scooter must retrieve it immediately and put it back into play.
7. Students on regular gym scooters may travel the whole gym area.
8. Students on Ultimate Scooters™ with the baskets may not stand in an attempt to block a shot.
9. Players may not attempt to block the movement of the players on the Ultimate Scooters™ with the baskets.
10. The teacher should rotate which students are on the Ultimate Scooters™ with the baskets.
11. Students should be encouraged to defend their opponents.

Options

1. Let the players on the basket scooters cross the mid-court line.
2. Add another ball.
3. Add additional baskets.

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