BOOGIE BOOTS PLAY GUIDE

Magic Ball

BALL THROWING PLAY

Type: **indoor or outdoor play**
Age: **4 to 7 years**
Players: **3–8 children**
Duration: **10 minutes**

Online support materials

(in Finnish) Music class video / Magic Ball (YouTube)

Picture cards / Activity and Equipment Cards (pdf, oomc.fi)



Skills exercises

- Throw and catch combination
- Creative movement
- Waiting your turn
- Checking your surroundings

Equipment

- An accompanying instrument for an adult, such as a djembe drum.
- One ball suitable for playing catch.
- If necessary, mark a circle on the floor or ground with, for example, jump ropes.
- If necessary, place one mark on the floor in the middle of the circle.
- Pictures of, for example, three different animals, can be used as a "checklist".
- The picture cards can be used to support play: circle, dance and throw and catch combination.

Preparation

- If necessary, mark the circle with, for example, jump ropes.
- Explain that the middle of the circle is the wizard's hill. Only a wizard is allowed to go there.
- If necessary, place a spot marker in the middle of the circle - this is the wizard's spot. Put a checklist next to it. The checklist contains three pictures, such as of animals. The wizard decides which animal the other players will imitate in their movements.
- Go to the circle. A spell can be cast on everyone in the circle, turning them into, for example, animals.

Co-funded by the European Union

jamk GRADIA UNIVERSITY OF EASTERN FINLAND

Magic Ball

BALL THROWING PLAY

Type: **indoor or outdoor play**
Age: **4 to 7 years**
Players: **3–8 children**
Duration: **10 minutes**

How to play

The wizard goes to the middle of the circle, holding the ball.

Magic beam

The wizard decides which animal the other players in the circle will imitate in their movements. The wizard can use the checklist for help.

When the wizard spins, the magic beam of the ball turns everyone into the chosen animal. A sound for the magic beam can be made by the wizard themselves or an adult playing an instrument.

Magic dance

The music plays, for example, accompanied by a drum.

Those on the perimeter start moving around the circle as an animal under the spell cast by the wizard. Everyone moves in the same direction. The wizard can show which way to move. The wizard can also move around the perimeter as an animal.

Changing wizards

When the drum stops, everyone freezes into a statue in a catching position.

The wizard throws the magic ball to one of the players, either underhanded or by bouncing it off the floor. Throw the ball to a player who hasn't had it yet.

The player receiving the ball will be the new wizard. This player moves to the middle of the circle and decides which animal the other players in the circle will imitate in their movements.

Co-funded by the European Union

jamk

GRADIA

UNIVERSITY OF EASTERN FINLAND

Magic Ball

BALL THROWING PLAY

Type: **indoor or outdoor play**
Age: **4 to 7 years**
Players: **3–8 children**
Duration: **10 minutes**

Adapting a task

Make the task easier

- Use a ball that is easier to catch. Alternatives include a larger or slower ball, comet ball, balloon, perforated ball or a plush toy.
- Make the circle smaller so that the ball can almost also be handed to another player.
- The ball can also be rolled.

Make the task more challenging

- Make the circle larger so that the ball must be thrown farther.
- Use a smaller or faster-moving ball.
- A player who has been a wizard can leave the circle to play accompanying music with an adult. This will begin forming a growing orchestra of players outside the circle. Alternatively, only one player at a time may exit the circle to play accompanying music, after which they must return to the circle.
- Have the players change the direction they are moving around the circle by making an agreed sound or when the wizard is switched.

Co-funded by the European Union

jamk

GRADIA

UNIVERSITY OF EASTERN FINLAND