

# Print this and give one to your pupils to take home



## Kerby

**What you need:** 1 ball and two kerbs that are approx. 4m apart or more

**People:** 2 or more

**How to play:**

- Players stand opposite each other on the pavement. The aim of the game is to reach the opposite kerb to score a point.
- One person starts with the ball and attempts to throw the ball so that it hits the opposite kerb and bounces back. If it doesn't, the other person gets a turn.
- If it does hit the kerb and bounce back, the person who threw it gets to take one jump towards the opposite kerb. They attempt to throw the ball to hit the kerb again, if they do hit the kerb, they get to take another jump and so on until either they miss and their turn is over or they reach the opposite kerb and score one point.
- When throwing the ball, if it bounces back and hits your own kerb or if the ball bounces back and you can catch it, you are able to take two jumps at once towards the opposite kerb.

*Play with more people by playing in pairs or teams.*



## Kerby

**What you need:** 1 ball and two kerbs that are approx. 4m apart or more

**People:** 2 or more

**How to play:**

- Players stand opposite each other on the pavement. The aim of the game is to reach the opposite kerb to score a point.
- One person starts with the ball and attempts to throw the ball so that it hits the opposite kerb and bounces back. If it doesn't, the other person gets a turn.
- If it does hit the kerb and bounce back, the person who threw it gets to take one jump towards the opposite kerb. They attempt to throw the ball to hit the kerb again, if they do hit the kerb, they get to take another jump and so on until either they miss and their turn is over or they reach the opposite kerb and score one point.
- When throwing the ball, if it bounces back and hits your own kerb or if the ball bounces back and you can catch it, you are able to take two jumps at once towards the opposite kerb.

