Snakes alive

The first ball rolled becomes the head of the snake. Players deliver one ball at a time, aiming to place each ball behind the previous one. The aim is to form the longest snake. (4 or more per team.)

What you need

- Cones to separate groups
- One softball or medium-sized ball per team (snake head)
- One ball per player, e.g. tennis ball (body of snake)
- Tape or cones to mark minimum throw line

What to do

- Each team plays the first ball on a signal.
- If the first ball strays to another team’s area, the ball is played again.
- The second ball is played on a signal, and so on for the remainder of the balls.
- To ensure the last ball is a meaningful throw, a line is placed in front of each team and the ball must go beyond the line for the ball to count – otherwise every team will finish with a python!
- Alternatively, set a maximum length for the snake, e.g. 4 metres.

Scoring

- The longest snake is the winner.
- Measure in a straight line from head to tail.

Change it

- **Snake head** – require a minimum distance from the start-line for the position of the ‘snake’s head’.
- **Balls** – use different rolling balls.
- **Goalball** – use a goalball (makes a noise when it rolls) and a caller to assist a player with limited vision. Make your own goalball by wrapping a volleyball in plastic and securing with tape.
- **Provide eye-shades** for half the players to promote communication.

Safety

- The game stops if players are required to retrieve ‘lost’ balls.

**LEARNING INTENTION**

*Snakes alive* requires students to roll their ball with accuracy and take into account the placement of their team mates balls in order to create a ‘snake’.