

Warbler - Two Ways to Play

Activity

Resource: Play for All

Division(s): Intermediate Senior

Location: gymnasium, large activity space, tarmac, outdoor field

What's It All About?

Warbler is designed for maximum and meaningful participation and inclusion for all. These versions of Warbler are quick and easy to set up and may be played in a large or small group. This game encourages movement while sending and receiving passes. Participants work together to maintain possession of an object to score points.

Considerations

- Select the version of the activity that best meets the interests and needs of participants who choose to take part in this intramural activity.
- Incorporate some or all of the variations listed in the “Variations” section while planning the activity. This will help to best meet the needs and interests of participants during play and maximize the fun, inclusion, and participation of everyone.
- To elevate participant voice and choice, periodically pause the activity and share the variations with participants. Ask them to determine how they would like to change the activity to maximize the fun, inclusion, and meaningful participation for everyone. Encourage participants to add any variations of their own.

Safety

- Visually inspect the equipment and playing area to identify and remove hazards. Check that the playing surface provides sufficient traction.
- Establish the boundaries for the designated playing area at a safe distance from walls and obstacles. Share the boundaries with participants.
- Review the safety rules and activity instructions with participants prior to the activity.
- Instruct participants to be aware of their surroundings, including the locations of other participants during play.

Version 1: Warbler (large group play)

Equipment

- 2 goals (e.g., basketball nets, goal posts, buckets, hoops)
- Pinnies for half of the group
- Variety of objects to send (e.g., foam ball, rubber chicken, football, beanbag)

How to Play

- Divide participants into 2 groups of 8 – 10. Assign each group to 1 side of the playing area, and have each group identify/mark an end line in their playing area.
- Groups select 3 objects to send and decide how they will send between group members (e.g., pass, roll, handoff).
- The object of the game is for groups to score by getting the objects into the goal.
- The game starts with the group of participants that is first lined up on their end line with the objects and who call out “Warbler!” 3 times. This group begins the game with possession of the objects.
- Participants may move 3 steps/rolls or possess an object for 5 seconds before they must send it to another group member or send it to the goal.
- Participants are encouraged to move around the playing area to provide options for receiving a pass.

- Participants from the other group try to intercept passes while maintaining an arm's length distance between any members of the other group.
- A missed or dropped pass goes to the opposing team.
- An intercepted pass starts play toward the other goal.
- After a point is scored or attempted, the other group starts their game from the end line by sending the objects to their respective group members.
- Participants may choose not to keep score or create a different point system.
- After a period of play, provide participants with some or all variations. Ask them to decide how they might change the game to enhance their fun, challenge, and success. Encourage participants to add any variations of their own.

Variations

- Increase or decrease the size of the playing area.
- Increase or decrease the size of the goal.
- Lower the height of the goal.
- Increase the number of goals.
- Establish a minimum number of passes required before attempting a shot at the goal.
- Each group starts with 10 points. A point is subtracted from their score whenever a goal is scored by the other team.
- Include sideline group members. These participants may move along the sidelines to receive and send passes to group members or send the object to the goal.

Version 2: Warbler (small group/triad play)

Equipment

- 2 goals (e.g., large garbage bins, buckets, mats, hula hoops)
- Pinnies for each small group
- Variety of objects to send (e.g., foam ball, rubber chicken, football, beanbag)

How to Play

- Divide participants into small groups of 3 – 6.
- Participants set up the activity area with 1 goal of choice at one end of the playing area.
- Participants decide on the object to pass and how they will pass between group members (e.g., pass, roll, handoff).
- The object of the game is to score by getting the object into the goal.
- The game starts with the group of participants that is first lined up on their end line with the object and who call out “Warbler!” 3 times. This group begins the game with possession of the object.
- Participants may move 3 steps/rolls or possess the object for 5 seconds before they must send it to another group member or send it to the goal.
- Participants are encouraged to move around the playing area to provide options for receiving a pass.
- Participants from the other group try to intercept passes while maintaining an arm’s length distance between any members of the other group.
- A missed or dropped pass goes to the opposing group.
- An intercepted pass starts play toward the other goal.
- After a point is scored or attempted, the other group starts their game from the end line by sending the object to their respective group members.
- Participants may choose not to keep score or create a different point system.
- After a period of play, provide participants with some or all variations. Ask them to decide how they might change the game to enhance their fun, challenge, and success. Encourage participants to add any variations of their own.

Variations

- Increase or decrease the size of the playing area.
- Increase or decrease the size of the goal.
- Lower the height of the goal.

- Increase the number of goals.
- Establish a minimum number of passes required before attempting a shot at the goal.
- Every group starts with 10 points. A point is subtracted from their score whenever a goal is scored by the other team.
- Include sideline group members. These participants may move along the sidelines to receive and send passes to group members or send the object to the goal.