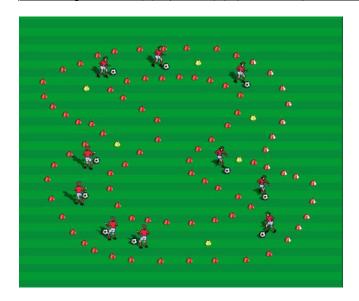


Curriculum - Mini Kick Activity # - 121

Game Title:	Mario Cart	Game Theme:	Computer Games
Learning Outcome(s):	Develop physical literacy and ball control		



Organization:

- 1. Race track set up randomly
- 2. 1 ball per player

Story/Description:

- 1. The Red Bull Cup is the biggest race of all time.
- 2. Each racer (player) has to be a character from the game Mario Cart and drive their cart (ball) around the track
- 3. If the driver goes off the side of the track then they have to run round their ball twice before carrying on
- 4. Bananas (yellow cones), water (blue cones) and shells (parents passing a ball back and forth) are all part of the hazards

Coaching Points:

- 1. Stay in control of your cart
- 2. Keep your head up to watch out for hazards

Developments:

- 1. P Bowser (coach) joins the race and is able to ram other carts off the track
- 2. P If you hear 'Magic Bullet' you must drive your Cart extra quick