

NEW AGE KURLING

KEY INFORMATION

AGE GROUP: Years 5,6,7,8,and 9

GENDER SPECIFICATIONS: Boys/Girls—**NO** gender stipulations

NUMBER IN A TEAM: 6 in a squad with 4 playing

DESCRIPTION

There are 3 tasks / skills to complete as part of this challenge. Please record the score for each activity on a score sheet, and the top 6 scoring children who meet the age and gender specifications above will form the 'team' whose results you will need to submit for the School Sport Partnership virtual competition.

Please complete and submit your monitoring sheet on completion and send to your local School Games Organiser.

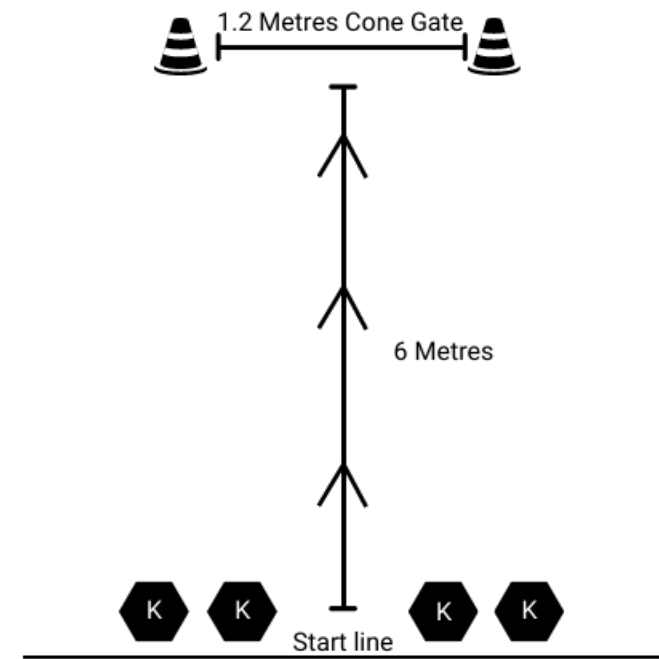


TASK #1: DELIVER THROUGH THE GATE

HOW TO PLAY: Player has to push 4 Kurling stones from 6m away through the cone gate which is 1.2m wide. To see a video of this task [click here](#).

SCORING: Each stone that passes through the gate scores 5 points if it stops in the gate they score 10 points.

EQUIPMENT: 2 cones and 4 Kurling stones



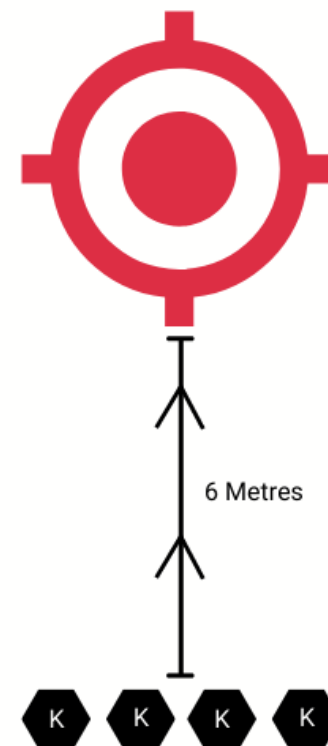
TASK #2: MOVING STONES

HOW TO PLAY: Player has 4 kurling stones and from 6m away has to push their stones one at a time at the house target and attempt to strike / move the target stones off the house target . To see a video of this task [click here](#).

SCORING: Each strike scores 5 points, if the target stone/s are removed off the house target 10 points / stone are scored and the target stones/s replaced in the centre of the house. (Max score 120 points—their stone strikes both target stones and propels both target stones off the house target on all 4 attempts 30 x 4).

EQUIPMENT: Min 3 Kurling stones
(2 different colours useful as in picture)

AND HOUSE TARGET



CHESHIRE & WARRINGTON
VIRTUAL SCHOOL GAMES



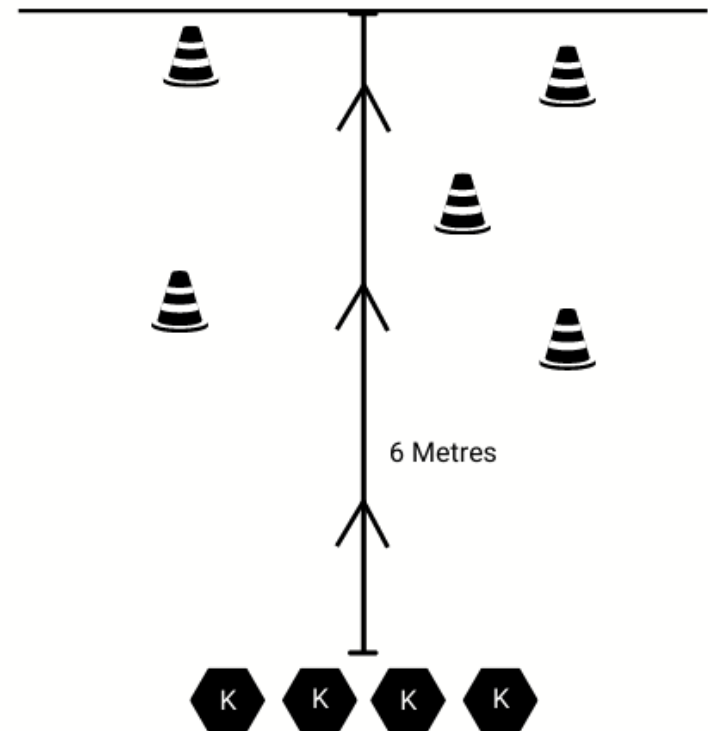
TASK #8: SKITTLES

HOW TO PLAY: Player has 4 kurling stones and must propel the stones one at a time at the 4 skittles, and attempt to knock them over. If skittle is knocked over it is stood up before the player's next attempt. To see a video of this task [click here](#).

SCORING: The furthest skittle is worth 10 points and the other 3 are worth 5 points, so the max score for a player would be 40 points. The skittle has to be knocked to score.

EQUIPMENT:

Min 1 kurling stone, 4 skittles / plastic bottles



INCLUSIVE

Remember the STEP principles:

No stones—something on wheels—planter base?

Can use a ramp / pushers for all of the tasks piece of wood and brush will do!

Make the distance pushing target achievable for Individual or let them use a pusher (brush)

RISK ASSESSMENT:

Please make sure your exercise area is clear and there is nothing nearby which could cause a trip or fall. All the challenges are designed to be suitable for each age group, however it is important to understand that if you choose to take part, you are doing so at your own risk.

Covid-19: please adhere to the current Covid-19 guidelines at the time that you take part in this activity. This is in relation to social distancing and the use of equipment.

Please ensure that you have completed a risk assessment for the children taking part in this activity, and adapt the tasks / area to meet the requirements of your own school risk assessment.

SPIRIT OF THE GAMES VALUES

HONESTY when working with classmates and teachers, you must submit your score with honesty

DETERMINATION is important when completing challenges so you don't give up. Resilience makes you overcome difficult challenges.



SCORE SHEET (6 Best total scores to count)

PUPIL NAME	TASK 1	TASK 2	TASK 3	TOTAL
1				
2				
3				
4				
5				
6				

DATA COLLECTION

Total number of Boys taking part.	Total number of Girls taking part	Number of pupils where this is their first competition	Number of ethnic minority pupils	Number of SEND pupils	Number of Young Team Managers helping out	Number of teachers involved

