INVASION GAMES

Quidditch

YEAR 6

TEAM GAME • STRATEGY • COOPERATION

THE GAME

A fast, fun team game inspired by Quidditch. Work together to score goals with the *Quaffle*, avoid the bludgers and try to catch the Golden Snitch!

Chasers (3–4)



Pass, find space and shoot the Quaffle through the opponent's hoop.

Beater (1)



Throw a soft Bludger from your team's floor hoop. Retrieve it, then return before throwing again.

Keeper (1)



Defend your team's scoring hoop.

Seeker (1)



Catch the Golden Snitch when the teacher releases it.

Teams of 6–7

PLAY TOGETHER:

1. Start in your own half.
2. Pass and move to create space.
3. Bludger hits count below the shoulders only.
4. If hit, step aside, complete the agreed quick task, then rejoin.
5. On **'GOLDEN SNITCH!'**, only Seekers may catch.
6. A successful catch ends the game. If it is dropped, play continues.

SCORING



Quaffle goal
Throw the Quaffle through the opponent's hoop.

10 POINTS



Bludger tag
Tag opponents (below the shoulders).

0 POINTS



Snitch catch
Catch the Golden Snitch to end the game.

30 POINTS

Communicate • Play honestly • Support your team | **PYP-PE.com**