

## Speedminton Daily Activity – Angry Birds/Jail

- Split the students into groups of roughly 8-12
- Set up a square approx. 5.5m<sup>2</sup> using a Speedminton court, cones or existing markings
- From a suitably challenging distance for the age group, ask the players to serve (underarm) the Speeder (or shuttle/ball) into the square
- If they miss, they are in Jail and must catch an incoming shot to escape and re-join the game
- They may leave the square to catch an errant serve but if they drop it, the server is safe
- Last player to land their Speeder in the square or be dropped is the winner

