

GOODPUSH



SKATE GAMES

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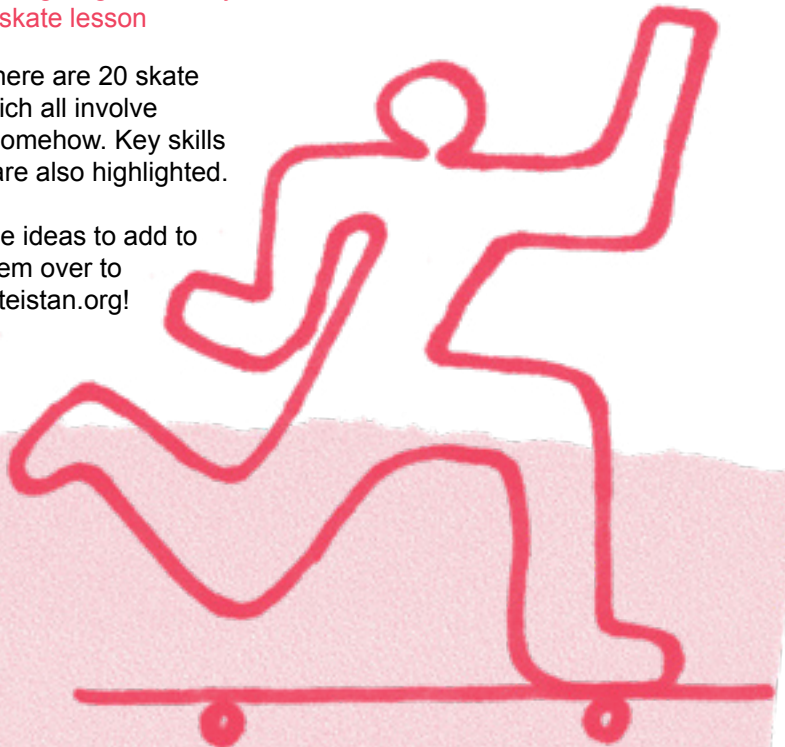
SKATE GAMES

Playing games on skateboards make lessons more fun. Games also help new skaters learn to control their board, balance, and keep an eye out for others around them within the skatepark, which helps reduce crashes and injuries in the long run. Other benefits of playing skate games include:

- Learning and practicing new skate skills without consciously thinking about it
- Games help participants to build other (non-skate) skills like cooperation, teamwork and creativity
- Games can make even a flat piece of concrete more interesting and challenging to skate
- Many games can be played by almost any level of skateboarder, which encourages skaters of different levels to work together
- Games are energizing and easily fill 10-15 minutes of a skate lesson

In this booklet there are 20 skate game ideas, which all involve skateboarding somehow. Key skills for each game are also highlighted.

If you have some ideas to add to this list, send them over to goodpush@skateistan.org!



MIRROR GAME



Cooperation | Board Control | Creativity Students go in pairs together (with similar abilities) and face each other while standing on the board. One student does a movement and the other student acts like a mirror, doing exactly the same movement (ex. standing on one leg on the board).

Reverse Mirror: Students switch sides and try the game from the other stance. A fun way to encourage ambidextrous skating.

FLIP DECK



Balance | Board Control Students stand in a circle with the board flipped upside-down on top of their toes. On the count of 3, all the students jump flipping the board over and landing on top. The game continues until all of the students in the circle can jump on without falling off. Best for beginners. Can also play the same game but starting in primo position.

TRAIN GAME



Confidence | Teamwork | Icebreaker

Line up several boards and have students sit while holding onto the person in front of them. The instructor can hold the hands of the first person, or have them hold rope. Instructor slowly pulls the group, and begins carving in different directions. When the chain of skateboarders breaks, the instructor stops and students shuffle their place and begin again. The instructor can also switch sides midway and pull the last student first, so they face backwards, or have them all switch orientation on their boards.

RED LIGHT



GREEN LIGHT

Safety | Pushing | Stopping

Students make a line across one end of a flat area. The instructor stands in the middle of the area and will yell either “green” (go) or “red” (stop) – can also do “yellow” for slow down. The students need to skate across while listening to instructors instructions, and the first one to the other side wins. If they don’t stop quickly when yelling “red” then those students need to go back to start line. Note: can translate colors into local language.

CRAB WALK

Board Control | Balance

Make sure all students know how to do a crabwalk first on their boards, then they can race, either in pairs, as a relay race, or with the whole class at the starting line.



BALL GAME

Balance | Cooperation

Students go in pairs together on the skateboard and facing each other. One pair of students have one ball amongst themselves (if there are not enough balls you could use a helmet or pads instead) the students move around on the skateboard trying to pass the ball amongst themselves while moving around.

Make it Harder: Each student has a ball and throws them at the same time, exchanging them back and forth.



BLIND GAME

Empathy | Board Control

Students divide into pairs, one student is blind (put a piece of fabric around the eyes). The blind student stands on the board and tries to move around by pushing, the partner should help direct the blind student to make sure they don't hit any other skaters roaming around, as well as help the blind student balance and stay on the board if they are new.



CATS AND MICE

Pushing | Turning | Speed

2-3 participants are the "cats" and chase around the rest of participants (the mice) – on skateboards of course. Once tagged, the mice have to stop skating. Can make it harder for the cats by making them push switch.

COPS AND ROBBERS

Cooperation | Agility

Set up 10-20 cones/pylons randomly throughout the skatepark (on ramps and flat). Students are divided into 2 groups, the cops (police) and the robbers. Instructors blow a whistle and the robbers skate around knocking over the cones while the cops skate around putting them back upright. After 5-10 minutes the instructor blows the whistle and all skaters need to stop without touching any more cones.

The instructor should be the “referee” and make sure no one knocks down or puts any more cones upright. Count the cones and see which team has more cones in their favour, winning the game. After the first round, the groups switch roles and play again (everyone likes being the robbers!). Note: can also use water bottles if you don't have cones.



FROZEN TAG

Board Control | Teamwork.

Have the instructors be “it” and when a student is tagged they must freeze while standing on their board in pushing position and hold one arm out straight. They can only be unfrozen if another student skates under their arm, and if students don't help each other the taggers will win more quickly. This game can last for 10 or so minutes or until all the students are tagged.

DAB TAG

Instead of freezing with arm held straight out the students can do a “dab pose” until they're unfrozen. Taggers can be called “dabbers”.



KEEP AWAY

Speed | Board Control | Icebreaker

The instructors themselves are “it” and they skate away from the students, the point of the game is for the students to catch the instructor while staying on their skateboards. Once an instructor is caught, another instructor's name (or the name of the fastest skater in class) is called out and the students go after them.

CIRCLE RACE



Speed | Carving

Students stand in a circle with their boards in primo position in front of their feet. The instructor chooses two students standing beside each other to race around the circle and try to be the first one back to their place. At the count of 3-2-1 the students pick their boards up and start.

Note: to make it harder to win you can add a trick they have to do once they're back in place, such as standing on their board primo and flipping it down to stand on top.



RELAY RACE

Speed | Technical Skills | Teamwork

As in a typical relay race (except on skateboards!), have two equal teams, with half of each team in a line on opposite ends of the skate area facing each other. Teams have to race to their teammates on the other side and give a high five before their teammate races to the other side, until all team members have gone and one team wins.

Make it harder: Add in obstacles like cones they need to tic tac through, ramps they need to go over, sticks to ollie over, a ball and spoon, costume change, etc.

LIMBO



Balance | Board Control.

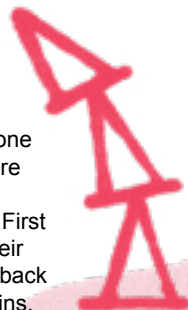
Students make a line about 10m away from two people holding a string at chest height for the students to go under (limbo) while riding on their skateboards. The people holding the string gradually make it lower to see who can limbo the lowest, such as by getting into "coffin" position while rolling. Note: Can also hold up a skateboard for people to go under, but string is more forgiving!

Hippie Jump: Using the string, students jump over the rope as their board follows underneath before jumping back on. The string can be raised after each successful jump. Body variables can be added into the mix for advanced groups.

CONE-TOWER RELAY RACE

Speed | Cooperation

This game is played with two groups, and requires cones that can be balanced on top of one another. Each person skates from one side of skatepark to the other and at the end has to contribute their cone to the tower, before going back to tag their teammates. First team to pile all their cones and come back to the start line wins.





SPORTS ON SKATEBOARDS

Board Control

You can adapt other sports the students already know how to play to take place in the skatepark while riding skateboards. Example: Skateboard Soccer, Skateboard Badminton, Skateboard Mini Golf, Skate Hockey!



INVENT A TRICK

Creativity | Imagination

Divide students into groups of 3-5. In a time frame of 5-10 minutes each group should try to invent their own trick. After the time frame is over, they should share their ideas with the other groups and attempt each of the tricks that were created. Try to have them be creative and use obstacles within the skatepark as well. Note: tricks don't have to be never-been-done, just new to the students, or a new line.

FOLLOW THE LEADER



Creativity | Flow

Someone leads the way around the skatepark and everyone else follows (number of participants depends on size of skatepark to avoid crashing!)

GAME OF SKATE \$. K . A . T . E

Creativity | Technical Skills

(intermediate/advanced level) Ideal with 2-6 people. Have one person start with a trick, if they land the trick all the others must do the same trick, those who don't land get a letter, the first: S. If the person doesn't land the trick it becomes the next person's turn to set a trick. Players are eliminated once they fail 5 tricks and reach the word SKATE. Last one standing wins!

The image features a minimalist, hand-drawn style illustration. A black outline of a person is shown in a dynamic pose, as if performing a trick on a skateboard. The person's right arm is raised high, and their left leg is bent. The skateboard is represented by a simple horizontal line with two small circles for wheels. The background is split horizontally by a white, torn-paper-like band. The top and bottom sections are a solid red color. In the upper left, a thin white line meanders across the red background. The word "GOODPUSH" is written in a bold, red, sans-serif font on the white band.

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