

Ollie the Octopus™ Activity Set

Your students will absolutely squeal with delight as they try to catch and launch Ollie the Octopus™ using the two 12' dia parachutes.



Grades 3-12. Your kids will not want to stop playing! Ollie the Octopus™ is super lightweight, made from premium nylon, and inflates to 48"H using a cage ball inflator. Once inflated, he practically floats by himself and stays inflated for up to 3 hours! Launch and catch him with the parachutes, without the parachutes, over nets, from point A to point B . . . the variations are endless. Activity Set includes Ollie the Octopus™ and two 12' dia nylon parachutes (each with 12 handles and a storage bag).

Objective

To use teamwork and strength to launch and catch the giant inflatable octopus.

Equipment (check your Gopher catalog or call for current pricing)

01-396 Ollie the Octopus™ Activity Set

Directions

The play possibilities for Ollie the Octopus™ are as big as he is! Use these activity ideas to get started—and soon you and your students will discover more ideas of your own.

Octo-Volleyball. Divide students into two teams of 12 or more, positioned around the 12' parachutes on each side of a volleyball net. Place Ollie the Octopus™ on one team's chute. That team will attempt to launch the octopus over the net in such a way that it will be difficult for the other team to catch. The receiving team then tries to launch it back. Each team scores one point for every catch that their opponent misses. Play to any desired point level.

Octo-Pass. Position each team around the two parachutes, and place a cone at least 100 feet away from the start (you may vary the distance according to age and ability). The teams must pass the octopus from chute to chute to transport it from the starting position down to the cone and back. The action starts with Team 1 launching the octopus to Team 2, who must catch the octopus without dropping it. After Team 1 launches the octopus, they must run ahead and get into position to receive Team 2's pass. The action continues around the cone and back to the starting line. Repeat, encouraging teams to improve their time.

Octo-Go-Round. Position a team around a parachute, holding on with one hand. Place a cone at any point around the circle. Toss the octopus high into the air. While the octopus is airborne, the team runs counterclockwise in the traditional "merry-go-round" style past the cone marker. The team scores one point for each player who passes the cone. The method of movement could change from a run to a skip, gallop, slide, or grapevine step. One person will count as the students pass the cone. The action stops when the octopus lands back on the chute. The other team then takes a turn. The team that is waiting for a turn may choose to practice by launching a cage ball or other object into the air.