INVENT your VERY OWN SPORT

1. First come up with an object to play with (a ball? a balled-up sock? a paper towel roll?)

2. Now, decide what you have to do with that object to score points (do you throw it onto or through something else? do you have to catch it?)

3. Next, figure out how one person or team wins and/or how the other loses (is the goal to score the most points? or get a certain number in a row?)

BONUS ACTIVITIES:
• Come up with a name for your sport
• Design some uniforms for the players of your sport
• Write or draw a story about a super exciting game of your sport