**Cookie Jar Warm-up Game**

**(Originally named “Thieves”)**

**Purpose**: A great warm-up game or activity that can be done many times, requires teamwork/strategies and higher order thinking.

**Equipment**: 5 hula hoops, 6 balls or beanbags, relay sticks (optional)

**Setup**: Half court game with a hoop in each corner and one in the center containing 6 balls or beanbags/can run two games at the same time if you have large classes.

**Goal:** To get 3 balls (cookies) into your team hula hoop before others/improves cardio and teamwork skills

**Format**: 4 relay teams, one at each corner behind their hoop. The object of the game is to get 3 of the 6 balls inside team hoop before anyone else. Only one person per team can run at a time, and they can only get one ball at a time. (If runners are leaving early, or 2 are going at the same time, you can use relay sticks so only one runs at a time). Players cannot throw the balls.

**H.O.T Question**: What team strategies did your team use to be successful?