

Activity-in-a-box

Quidditch

What's included?

- 12 Broom handles
- 28 Coloured bibs – seven each of red, yellow, green and blue
- 12 Coloured headbands – 2 x yellow, 2 x green, 4 x pink, 4 x blue
- 6 Quidditch hoops and bases
- 1 Quaffle – plastic ball
- 2 Bludgers – foam balls
- 1 Golden snitch – tennis ball in long yellow sock attached to a belt
- 1 Laminated rules sheet
- 1 Laminated tournament card
- 1 Dry wipe pen for completing tournament sheet

Indoor or outdoor?

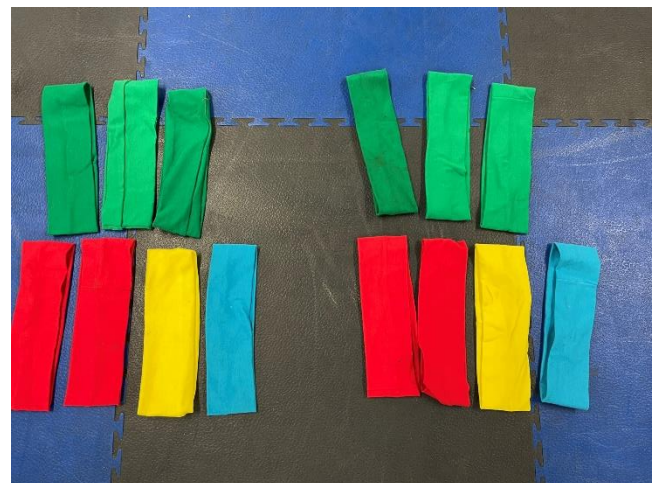
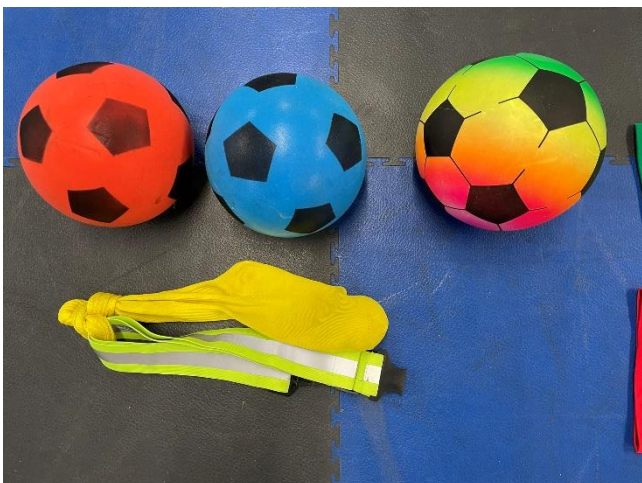
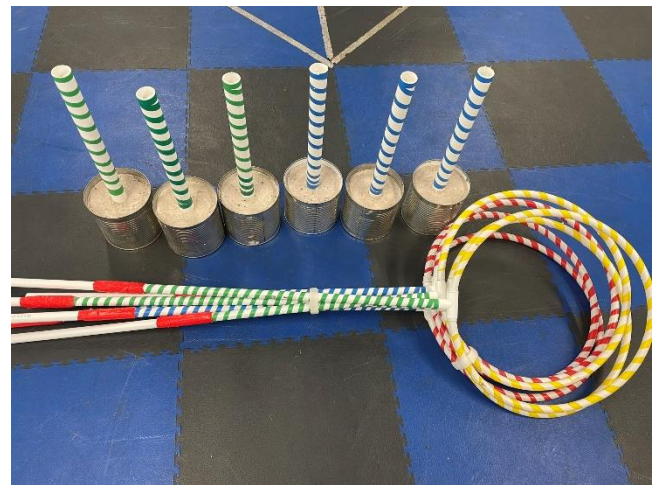
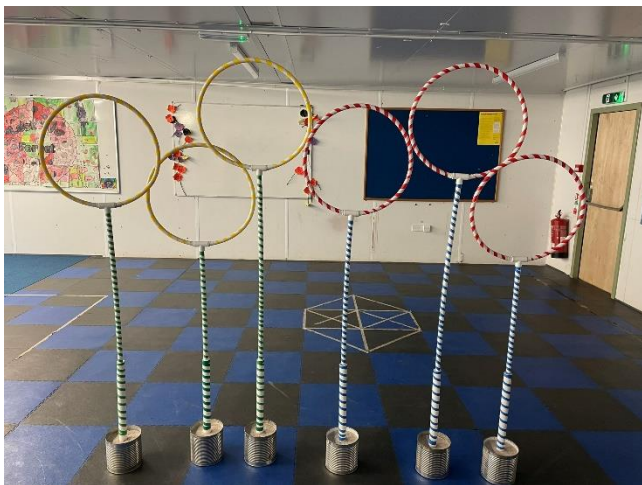
Outdoors works much better; it would be possible to play a version in the Main Hall if necessary in bad weather.

Instructions for set-up

- Set up the Quidditch pitch with three hoops at each end of a defined playing area, with a gap around two broom handles long between each hoop.
- Give teams coloured bibs to wear, corresponding with House colours if playing as a Harry Potter themed activity.
- Give players of the playing teams (a) broom handles to use as broomsticks and (b) headbands to wear: yellow for Seekers, green for Keepers, pink for Beaters and blue for Chasers.
- Select someone to play as the Golden Snitch (a young leader is ideal!) and given them the belt and sock to wear.
- Place the Quaffle and the Bludgers in the centre of the playing area.

Suggested rules (adapt as needed for your group)

1. Always follow the instructions of the adult in charge.
2. Each team's six players start in their keeper zone. The referee begins the game by shouting 'brooms up!'
3. Each team must then attempt to score more points than their opposition by scoring more goals by placing the Quaffle through one of the opposition hoops (the two Chasers and the Seeker may score goals).
4. During play, any player that is hit by a Bludger is required to drop any ball they are holding, dismount their broom and run back and touch one of their hoops before resuming play.
5. After four minutes of play the Golden Snitch will be sent onto the pitch. At this point the Seekers should start to chase the Golden Snitch while play otherwise continues as normal.
6. If the Golden Snitch is caught this ends the game immediately and earns 30 points for the team which catches it.
7. If the Golden Snitch has not been caught within 7 minutes the game ends.
8. The winner of the match is the team with the most points at the end of the game.



This is a generic assessment provided only to assist with planning and preparation. Please ensure you complete your own assessment, tailored to your own group.

Risk Assessment prepared by		Date of assessment	
Leader in charge		Nominated first aider	
Location	24 th Abingdon (Dry Sandford) Scout Group, Lashford Lane, Dry Sandford, Abingdon OX13 6DY		

Risk and hazards	People at risk	How is risk controlled?	People responsible for controls
Uneven ground may cause injury from slips, trips and falls	All participants	<ul style="list-style-type: none"> • Ensure adequate adult supervision throughout • Participants must wear appropriate outdoor footwear • Leader to check the playing area and identify/clear any significant hazards 	
Young people may mess around/run around when they shouldn't – risk of injury from collision	All participants	<ul style="list-style-type: none"> • Small group sizes and high adult ratio • Adults to supervise at all times • Check the area for trip hazards and clear as necessary 	
Grass – risk of slips, trips and falls	All participants	<ul style="list-style-type: none"> • Check the conditions and play indoors if necessary (e.g. too slippery) 	
Broomsticks – players may get hit/poked with a broomstick	All participants	<ul style="list-style-type: none"> • Brief the participants on the rules – supervise use of broomsticks 	
Balls – players may get hit and injured with a ball	All participants	<ul style="list-style-type: none"> • Ensure only the foam balls are being thrown 	