Game Time

Bowling

Game time Rules: (No need to review every rule.)
1. Listen to the game moderator
2. Each winning answer allows you to go bowling
3. Each toppled pin is worth one point
4. Team with the most points at the end of the game wins
5. No physically harmful actions (Pushing, hitting, etc)
6. Have fun (participate and enjoy the game)
7. In case of a miss on first roll, student is permitted one more roll.

AirZooka

Game time Rules: (No need to review every rule.)
1. Listen to the game moderator
2. Each correct answer gives you the chance to compete in the challenge
3. You must pick your opponent
4. The first person to topple every can wins one point for their team
5. Once you have competed, you are ineligible to compete again the same week
6. No physically harmful actions (Pushing, hitting, etc)
7. Have fun (participate and enjoy the game)

Pass It Up

Game time Rules: (No need to review every rule.)
1. Listen to the game moderator
2. Each winning item is worth 1 point
3. The item must be from you. It cannot be passed to someone else
4. Team with the most points wins the game
5. No physically harmful actions (Pushing, hitting, etc)
6. Have fun (participate and enjoy the game)

Trashketball

Game time Rules: (No need to review all the rules.)
1. Listen to the game moderator
2. Each correct answer is worth 1 point
3. Each correct answer gives you the chance to shoot
4. Points are worth 1 or 2 points
5. No physically harmful actions (Pushing, hitting, etc)
6. Have fun (participate and enjoy the game)