

Traditional Use

These have long been used as part of junior primary PMP programs as a different form of locomotor skills whereby students sit, kneel or lie down on the board and move in different directions.

Other Applications

Suitable for primary and secondary school use (holds up to 80kg) Scooter hockey with scooter hockey sticks
Scooter rafting with links and raft paddles.

Individual/Partner Activities

Upper body strength activities – attach a long rope to a wall fixture and hold the rope at the other end. Sitting cross-legged on the scooter board pull yourself in towards the tied end pulling hand over hand. Vary the muscles you use by lying on your front or back.
Paddling practice – develop the skill of surf board paddling without the fear of waves Scooter movement drills – practice moving forwards, backwards and sideways on your own board using hands or feet to propel.

Suggested Games

SCOOTER BOARD RELAYS: BEAN BAG RELAY

Divide class into equal teams. Each team stands up one end with a single Scooter Board and a hoop filled with bean bags. Up the other end place an empty hoop on the ground. One student kneels on the board with a single bean bag and “scoots” along (by pushing both hands along the side on the ground) up to the hoop, places the bean bag inside and scoots back to tag the next team member. Keep repeating until all bean bags are in the teams’ hoop. Fastest team wins!

Variations – a partner pushes the person on the board, bean bags start in the far hoop, use a scooter hockey stick to dribble the bean bag out to the hoop, general relay race back and forth with various objects on the students lap

Rafting Relays:

Combining Nyda Scooter Boards and Scooter Raft Paddles.

Divide class into 6 even teams.

Organise a relay race activity whereby students are to scoot themselves in, out and around an obstacle course set out with flexidomes or flat spot markers.

Feet must not touch the ground.

Scooter raft paddles should be used to manoeuvre scooter boards around the course.

Individual/Partner Activities

Upper body strength activities – attach a long rope to a wall fixture and hold the rope at the other end. Sitting cross-legged on the scooter board pull yourself in towards the tied end pulling hand over hand. Vary the muscles you use by lying on your front or back.
Paddling practice – develop the skill of surf board paddling without the fear of waves Scooter movement drills – practice moving forwards, backwards and sideways on your own board using hands or feet to propel. This activity is best enjoyed indoors on a timber floor surface.

Variations – alter the number of students per raft to see how the difficulty changes depending on the number of paddlers, concentrate on sheer speed in some races and degree of difficulty in others, have obstacles on the sidelines rolling gator playballs at the rafts, these can be low lying trees or waves threatening to sink the raft.

Paddling Relays:

Divide class into 6 even teams. Organise a relay race activity whereby students are to lay with stomach on scooter board and paddle their board (as they would paddle a surfboard) out and around designated witches hats or flexidomes. This activity is best enjoyed indoors on a timber floor surface.

SCOOTER SOCCER:

Each student has a Scooter Board and is divided in two teams. One team can use the red boards, one team the yellow, or just have teams wear bibs. Have children sitting on their board, holding the safety handles. Establish a rule whereby students' hands must always stay on the handles. A penalty will apply if their hands are moved. Set up a goal at each end and use traditional soccer positions. Students kick the ball to their team mates whilst scooting along and try to kick a goal. To enable more students to participate, have regular substitutes and a practice "Scoot and Shoot" training drill on the side of the court. Variations – incorporate sideline players who are not on scooter boards but who cannot move inside the court of play or shoot for goal, players can only use their arms to strike the ball whilst legs remain crossed on the board.

SCOOTER TAG:

Choose one person to be "it". He/she tries to tag someone. Everyone is on his or her own Scooter Board and can choose how to move around. (eg – kneeling, sitting) NOTE: NO STANDING ALLOWED! Once they tip someone, they both join hands and try to tag a third person. Then all 3 of them try and tag a fourth person. The link must never be broken. Once a team of 4 is made, they must split up into pairs and continue on following this system until everyone has been tagged. Last one in untagged wins!

Scooter Basketball:

(Linked to "Participation in Disabled Sport – VCE Unit 4")

Basketball with all participants on scooter boards!

Each player is seated on a scooter board, red verses yellow The recommended ball to use is the Nyda 20cm Low Inflation Playball. This activity is best enjoyed indoors on a timber floor surface. Play on off the walls, or have extras on sidelines passing the ball back in. Must dribble every 3 meters. Variation – After players experience how difficult it is, increase chances of success with additional goals, either more basketball rings or even creative goals for one point each.

Scooter Number Hockey:

Two teams on opposite lines, each member with a scooter board, and each student has a number and an opposing number on the other team. Each student is to link arms so to form a 'chain', this is the goal line, the chains' aim is to defend this goal line and prevent the ball crossing it. Teacher calls a number, and these students enter the middle third to play 'scooter hockey', aiming to paddle the ball across the opposing teams goal line. Give each 'match' a limited time, to keep all involved and alert.