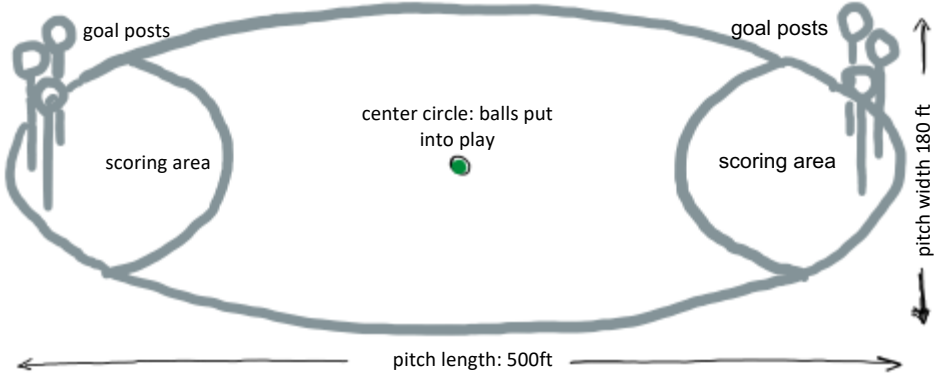


Quidditch

Quidditch, a sport adapted from the widely popular Harry Potter franchise, sees players run around a field while holding a broomstick between their legs. Besides the broomsticks, the surprisingly physical game of Quidditch is unique regarding the different player positions, with all four roles having very different objectives.

Kompetenzerwartung	Schülerinnen und Schüler... <ol style="list-style-type: none"> 1. verwenden sportartspezifische Techniken (Handball) zur Lösung von spielnahen Situationsaufgaben. 2. wenden individualtaktische Verhaltensweisen (Handball) gezielt an und fügen diese zu gruppentaktischen Grundstrukturen zusammen. 3. erweitern systematisch ihre Erfahrungen in alternativen Spielen.
Zeitlicher Rahmen	Eine Doppelstunde
Literatur	Quidditch-Regeln (z. B. aus dem Buch "Quidditch im Wandel der Zeiten" von Kennilworthy Whisp)
Anregungen und Tipps	Altersgemäße Verkleinerung des Spielfelds, entsprechend den konditionellen Fähigkeiten der SuS.
Materialien	<ul style="list-style-type: none"> • 6 hoops → Gymnastikreifen und Seile • 2 Fußballtore • 1 quaffle → 1 kleiner Handball oder ein farbiger Softball • 2 bludgers: → große Softbälle (dodgeballs) • Bänder zur Markierung der Teams: 4 verschiedene Farben • 1 gelbes Leibchen: golden snitch • 1 Tennisball. 1 Seil, eine gelbe Socke • 14 Gymnastikstäbe • Construction cones als Spielfeldbegrenzung • Whistle • Score board
Autoren	Tanja Peplau, David Matheisl

Stundenverlauf: Quidditch

	Struktur	Erläuterung
	Objective of Quidditch	 <p>Score more points than the opposing team by throwing or kicking a ball through one of three hoops and catching the “golden snitch”.</p> <p>NUMBER OF PLAYERS: 14 players, 7 per team + 1 neutral player (snitch)</p> <p>MATERIALS: 6 “hoops”, 1 broomstick per player, 1 volleyball, 3 dodgeballs, a tennis ball or waistband flag, coloured headbands</p>
Stundenverl	Einstieg	<p>Lehrer legt die Materialien in die Mitte des Spielfeldes und lässt Schüler raten welches Spiel heute gespielt wird.</p>

Danach erspielen die Schüler die Regeln des Spieles in einem Staffelwettbewerb.
(Verschiedene Positionen/ Aufgaben)

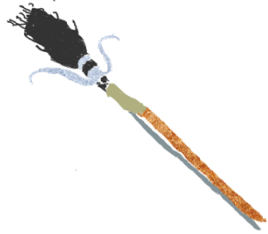
5 Teams: zufällige Aufteilung in die verschiedenen Häuser (Seite 7)

Danach puzzeln und anschließend den Teammitgliedern erzählen.
Anschließend wird das Spiel gespielt.

Introduction



	Setup	<p>POSITIONS</p> <p>Quidditch team:</p> <p>7 players:</p> <ul style="list-style-type: none"> • 3 chasers • 2 beaters • 1 keeper • 1 seeker <p>While the goal is to ultimately score the most points, each of these positions holds unique roles.</p> <ul style="list-style-type: none"> • Chasers: These players throw the ball through any of the opposing team’s three hoops. • Beaters: Fundamentally the “bullies” of the game, beaters are allowed to throw bludgers (Dodgeballs) at the opposing team. If hit with a bludger, the opposing player must drop any balls they hold, remove their broomstick, and touch their own hoops to re-enter play. Beaters are the only position allowed to catch bludgers from the opposing team, saving themselves or other players from being “knocked off” their broomsticks. • Keepers: prevent balls from entering their team’s hoops. Keepers can make physical contact with opposing chasers and can act as a team’s fourth chaser if necessary. • Seekers: They catch the golden snitch. Seekers are not allowed to enter the game until the golden snitch is “released”. They enter the game 1 Minute after the ‘golden snitch’ has been released. • “golden snitch”: a neutral player who runs around with a tennis ball or flag attached to their waistband. The golden snitch - player is not handicapped by carrying a broom, allowing them to be much more agile than the seekers chasing them. Teacher decides when the snitch is released. <p>THE GOLDEN SNITCH</p> <p>The golden snitch is a neutral player with a tennis ball or flag attached to their waistband. This player, along with the seekers attempting to catch them, are allowed to leave the playing field entirely—that is, they’re allowed to run around the spectators and outside of the field of play.</p> <p>As the game progresses, referees will confine the golden snitch to a smaller and smaller area of play to give seekers a better chance of catching the snitch.</p>
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Equipment	<p>THE BROOMSTICKS</p> <p>All players have to simulate riding the broomsticks high in the air. Players must always keep the broomstick between their legs, using their thighs and/or their hand(s).</p>  <p>THE BALLS</p> <p>The “quaffle”, the ball used to score points.</p> <p>Beaters use “bludgers” (dodgeballs) to throw at opposing players.</p> <p>THE HOOPS</p> <p>Throwing the ball through one of the hoops earns the team 10 points.</p> <p>PITCH</p> <p>Quidditch games often take place on a grassy field measuring 66 yards in length and 36 yards across. Most Quidditch fields do not have painted lines but instead utilize cones to mark the field of the play.</p>
Gameplay:	
Beginning of the game	<p>The balls are placed in the centre of the field. All players are at the hoops on their side of the field. On the whistle players run towards the balls and get them.</p> <p>The seeker and the golden snitch players are waiting outside the field.</p> <p>The golden snitch is released when the teacher sends him/her in.</p> <p>One minute after the golden snitch is released, the seeker is allowed in.</p> <p>The seeker and the golden snitch players are allowed to leave the playing field entirely—that is, they’re allowed to run around the spectators and outside of the field of play.</p>

Scoring	<p>As a game of Quidditch does not end until the golden snitch is caught, teams can accumulate very high scores before the game ends, with some easily entering the 200-300 range!</p> <p>Chasers are responsible for scoring most of a team's points by throwing or kicking the quaffle through any of the opposing team's three hoops. This act is worth 10 points.</p> <p>Catching the golden snitch ends the game and gives the team who caught it 150 points.</p>
Rules	<p>Probably surprising to people unfamiliar with Quidditch, this sport is highly physical, often being compared with rugby.</p> <p>All players (except the seeker and the snitch) must play inside the field.</p> <p>Chasers have to throw the quaffle to their team chasers. They are only allowed 5 steps with the ball. If they take more steps the opposing team gets the quaffle.</p> <p>Beaters are only allowed to throw the bludgers, they can catch the bludgers to prevent a team player or them from being hit by the bludger.</p> <p>If a player is hit by bludger they have to drop their broomstick and quaffle (if they hold it) and run towards the hoops and touch their own hoops before re-entering the game.</p>
Fouls	<ul style="list-style-type: none"> • Running more than 5 steps with the ball → opposing team gets the quaffle • Bludgers are not allowed to throw at someone's head • Being hit by a bludger → drop broomstick and quaffle and run towards their own hoops and touch them before re-entering the game. • Golden snitch is caught by another player as the seeker → run around the field (one lap) without broomstick • Holding a player to prevent from scoring → penalty shot
End of game	<p>The golden snitch is caught.</p>
Reflexion	<p>SuS versammeln sich im Mittelkreis, um ihre Erfahrungen und Erkenntnisse zu teilen.</p>



seeker



seeker



seeker



seeker



keeper



keeper



keeper



keeper



chaser



chaser



chaser



chaser



chaser



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beater



beater



beater



beater



beater



beater



beater



beater



golden snitch



**Madame
Hooch**

Puzzle for Relay:



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Fouls

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- Golden snitch is caught by another player as the seeker → run around the field (one lap) without broomstick.
- Holding a player to prevent from scoring è penalty shot.



Puzzle for Relay (DALL-E)

