

THE PLAYGROUND FIXES(TM) PRESENTS

THE KICKBALL FIX(TM)

LEARN IT INSIDE. PLAY IT OUTSIDE.

A projected whole-class training game that helps Grades 2-4 learn one clear, safe, conflict-resistant version of schoolyard kickball.

ONE SCREEN

FOUR CALL CREWS

EIGHT LOCKED RULES

WATCH > FREEZE > CALL > REPLAY > LOCK > PLAY

LEARN IT INSIDE. PLAY IT OUTSIDE.

A whole-class team-game trainer built for Grades 2-4.

BUILD THE DIAMOND

HOW IT WORKS

ONE SCREEN

4 CALL CREWS

8 RULES

REAL PLAYGROUND TRANSFER

FIX THE SYSTEM. NOT THE KIDS.

KICKER

RULES STICK WHEN KIDS PRACTICE THE HARD MOMENT.

Kickball arguments rarely begin with the easy rules. They begin at a close foul line, a missed base, a force play, an unsafe throw, or a disputed out. This game lets students rehearse those exact moments before recess.

1

WATCH

A slow, readable schoolyard play unfolds.

2

FREEZE

The action stops exactly where a call is needed.

3

CALL

Every student votes; one random crew makes the official choice.

4

REPLAY

A poor call shows its consequence and must be repaired.

5

LOCK

The correct rule is added to the class rule wall.

6

PLAY

Students use the same rules outside immediately.

TRANSFER PROMISE

The digital game is successful only when students can organize, explain, repair, and continue the real playground game with less adult intervention.

MAKE FOUR CALL CREWS. KEEP THE WHOLE ROOM PLAYING.

Point to four seating areas and assign Cyan, Gold, Green, and Coral. Students stay seated. No accounts, devices, printouts, or student names are required.

CYAN CREW

Votes every call

GOLD CREW

Votes every call

GREEN CREW

Votes every call

CORAL CREW

Votes every call

1. START

Say: 'We are learning one clear version of kickball so we can run it ourselves outside.'

2. WATCH

Let the animation finish. Do not explain the answer before the freeze.

3. VOTE

Everyone shows 1, 2, or 3. The wheel selects the official Call Crew.

4. DECIDE

The selected crew gets five seconds. Press 1-3 or click an answer.

5. REPAIR

If the call breaks the game, replay the moment. Students must correct it.

6. LOCK

Read the rule once, then ask for one student example and one non-example.

RECOMMENDED TIMING

Classroom training: 12-18 minutes. Outdoor transfer: the same day whenever possible. Replay only the needed rules during future tune-ups.

ONE PLAYABLE VERSION. BUILT FOR GRADES 2-4.

1

TWO FAIR TEAMS. ONE FIXED ORDER.

Use a fair split. Keep one kicking order for the whole game.

2

ROLL IT SMOOTH. KICK BEHIND HOME.

Pitchers roll - never bounce - the ball. Kickers stay behind home plate.

3

BETWEEN THE LINES IS FAIR.

A kick must travel between first and third base lines. Otherwise, call foul and try again.

4

RUN THE BASES IN ORDER.

Run first, second, third, then home. One runner per base. No passing.

5

CATCH, FORCE, OR SOFT TAG.

Make an out by catching the kick, reaching the forced base, or tagging gently with the ball in hand.

6

NO PEGGING. EVER.

Never throw the ball at a runner. It is unsafe and does not count as an out.

7

THREE OUTS, THEN SWITCH.

After three outs, fielders become kickers and kickers take the field.

8

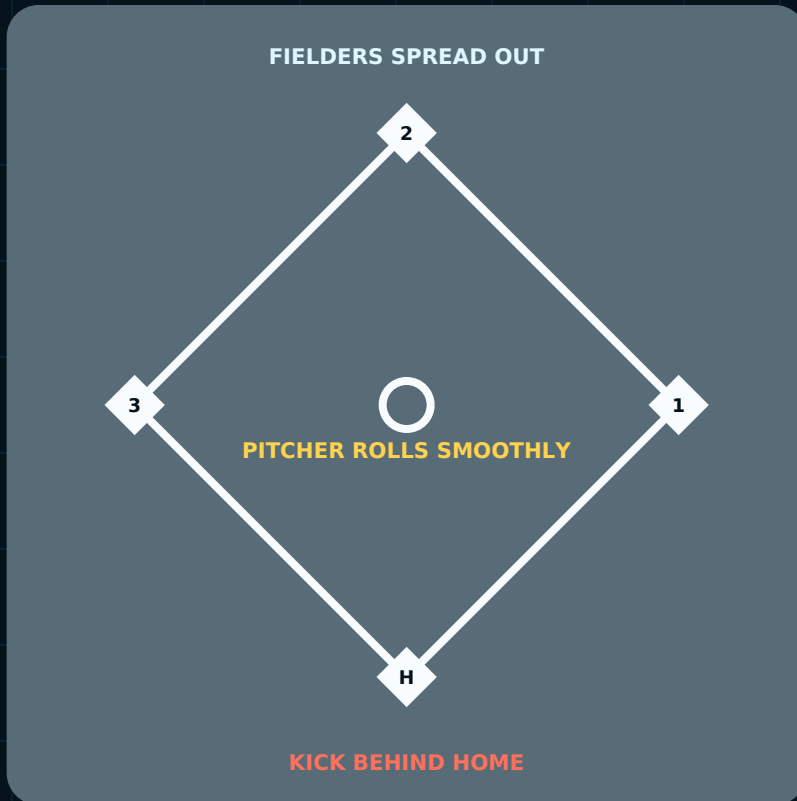
CLOSE CALL? RPS OR REPLAY.

Use one Rock-Paper-Scissors round or replay the moment. Accept the result and continue.

SAFETY NON-NEGOTIABLE

A thrown ball may never be used to hit a runner. Stop, name the rule, return the runner, and restart the play without shame or debate.

A REAL GAME STUDENTS CAN START AND REPAIR.



EQUIPMENT

1 soft playground ball 4 bases or flat markers 2 foul lines 1 visible kicking order

START

Split teams fairly. Set one kicking order. Place fielders with space between them. Pitcher rolls smoothly.

SCORE

A run scores when a runner reaches home after touching every base in order. For a fast recess game, play one inning. For a longer game, play three.

THE THREE-SENTENCE REPAIR

1. Say the rule, not the person's name.
2. If both sides disagree, use one RPS round or replay the play.
3. Accept the result and restart quickly.

SUCCESS LOOKS LIKE...

- Students can name the next kicker without arguing.
- Pitchers roll a slow, kickable ball.
- Runners use the bases in order and stop one per base.
- Fielders use catches, force outs, and gentle tags - never pegging.
- A disagreement ends with a known repair and play resumes.

CLEAR ENOUGH FOR KIDS. FLEXIBLE ENOUGH FOR SCHOOLS.

INCLUDE EVERY PLAYER

- Use a larger, softer ball or a shorter rolling distance.
- Allow a stationary ball from a cone for players who need it.
- Use walking bases during first practice.
- Give field roles: pitcher, base guards, outfield, score helper.
- Keep the same safety and fairness rules for every adaptation.

FIX COMMON PROBLEMS

- Dominant voice: only the selected crew makes the official call.
- Slow innings: cap each at three outs and use a visible order.
- Unkickable pitches: reroll; do not charge a strike in the starter version.
- Crowded bases: one runner per base, no passing.
- Repeated conflict: replay the matching digital rule before recess.

WHY THESE RULES

The core play sequence is adapted into a deliberately simple Grade 2-4 version using Playworks Kickball as the main game reference. The classroom rehearsal and conflict-repair structure is informed by SHAPE America's recommendation to teach conflict resolution through practice and role-play, and Peaceful Playgrounds' emphasis on consistent rules and inclusive team selection.

SOURCES

Playworks Game Library - Kickball: <https://www.playworks.org/game-library/kickball/>

SHAPE America - Teaching Conflict Resolution Skills in PE:
<https://blog.shapeamerica.org/2021/06/teaching-conflict-resolution-skills-in-physical-education/>

Peaceful Playgrounds - School Recess Resources: <https://peacefulplaygrounds.com/school-recess-2/>

Sources accessed August 30, 2026. Local school policies always take priority.

READY? PROJECT THE GAME, BUILD THE CREWS, AND LET THE CLASS PRACTICE THE CALLS.