



Formerly known as the  
Cerebral Palsy League

# CPL'S SUPER

# HOOPER CHALLENGE

## FACT SHEET FOR PRINCIPALS

**We're here to introduce you to the only sporting competition your school needs: CPL's Super Hooper Challenge.**

Your school can take the title of Super Hooper Champions, all while making a difference for local children with disability. And all you need is a ball and a hoop!

### **What is the Super Hooper Challenge?**

CPL's Super Hooper Challenge is an adaptive competition for primary school-aged kids to test their hoop shooting skills and learn about disability.

We created the Super Hooper Challenge as a way to start a conversation with kids about what people with disability overcome every day.

A gold coin donation will buy each student an entry into the competition. The aim of the game is to shoot four (4) hoops from 3.5m away. Sounds pretty simple, right? Well, each round gets a little trickier, with a new restriction added each time.

The restrictions include wearing an eye patch, sitting in a chair, and shooting with your non-dominant hand. All of these will give your students a glimpse into the life of a child living with disability and the barriers they face.

The best part? We'll crown the school who raises the most money as the Super Hooper Champions and contribute \$500 towards your end-of-year celebration!

### **Why get involved?**

Dollars raised will go towards funding CPL's Let's Talk Program. Let's Talk is a school-based program that helps students with disability find their voice through assistive equipment and speech pathology sessions.

### **Now that's worth raising funds for!**

### **So how do we sign up?**

Register your school at [www.cpl.org.au/super-hooper](http://www.cpl.org.au/super-hooper) and download our toolkit to get started.

### **About CPL - Choice, Passion, Life**

CPL - Choice, Passion, Life is the leading disability support provider in Queensland and Northern New South Wales. For over 70 years we've been helping people grow beyond expectations, seize new opportunities and do amazing things with their lives.



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## RULES OF PLAY

The below rules outline how the Super Hooper Challenge is played. The aim of the game is to add barriers in each round as the student progresses, all while trying to get the ball into the hoop!

These rules can be altered to suit your students' age and ability level, for example standing closer to or further away from the hoop. **Good luck!**

- To play Super Hooper, students pay a gold coin donation which gives them 3 chances per round to shoot a ball into a hoop.
- A basketball or netball hoop can be used.
- Students stand 3.5 metres from the hoop (distance can be adjusted to suit student needs\*).
- There are four rounds in Super Hooper:
  1. **Round one** - students are invited to attempt to throw the ball into the hoop. If they are successful they move onto the next round. If they miss, they are given another two attempts (3 in total) before moving on or being eliminated. Round one should not have any barriers.
  2. **Round two** - now the real fun begins as students are asked to wear an eye patch while they try to throw the ball in to the hoop. CPL will provide the eye patches for this part of the challenge.
  3. **Round three** - the challenge gets harder as students are asked to use their opposite hand\*\* to shoot. If they get the ball in, they move to the next round. If they miss, they are given another two attempts (3 in total) before moving on or being eliminated.
  4. **Round four** - if the student has made it this far, it's now time to try all of the barriers AND sit in a chair!
- Continue to add physical barriers until all students have been eliminated except for one competitor. This is your Super Hooper Champion - congratulations!

\* Remember this is a fun challenge, Teacher discretion on distance from hoop and level of barrier is recommended.

\*\* Opposite hand refers to the student's less dominant hand. For example, if they write with their right hand, they must use their left hand to throw the ball.