



Formerly known as the
Cerebral Palsy League

CPL'S SUPER

HOOPER CHALLENGE

FACT SHEET FOR TEACHERS

Thank you for signing up to take on CPL's Super Hooper challenge!

CPL – Choice, Passion, Life is the leading provider of support to children with disability across Queensland and Northern New South Wales.

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

We've created a toolkit which will help make sure your Super Hooper Challenge is a success, and your school comes out on top.

You can download the kit here: www.cpl.org.au/super-hooper

Here's a few more tips and tricks:

- The A3 poster is a great way to promote the event to students and teachers. You can customise yours with the date and time of your Super Hooper Challenge event and post it around the school.
- There's also a digital poster you can upload on your website or social media pages. We'll be looking out for creative hashtags, so get posting!
- The Super Hooper rules are really easy to follow. Share them with your colleagues so your students understand how the competition works, but also the importance behind it.
- We've written some content for your newsletter so you can let parents know about the competition. You can share this with staff as well.
- You can even chat about the Super Hooper Challenge at assembly and invite some special guests along.

Thank you for doing your part to promote a more inclusive society for everyone.

Better start practicing those goal shooting skills!



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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.