



FIREBALL SMASH

HAUKURU TE POI AHI

SKILL FOCUS

- Bowling

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

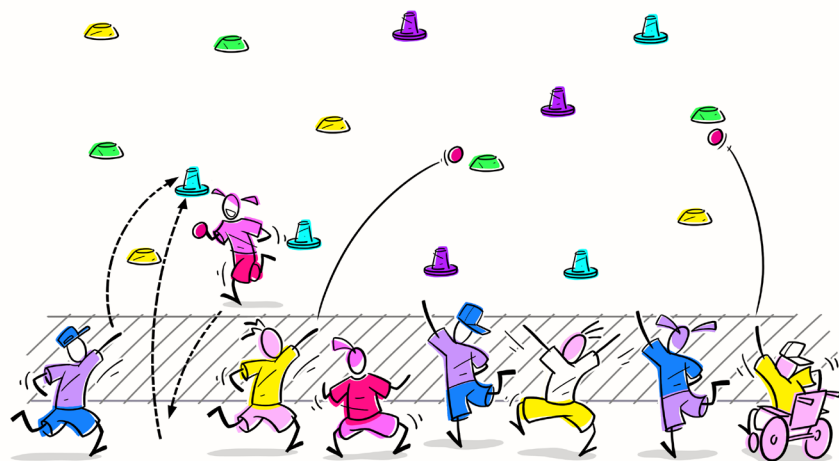
Throwing, Perception Skills & Decision Making.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about what lobbing with a straight arm might look or feel like.
- Encourage Smashies to think about what they could do with their other arm.

SET UP



*Note: Create a colourful environment of targets using space as required. Make a chasm / river of cones (spaced to allow for group ability - narrower points, wider points for self-challenge). Targets can be differing sizes and colours. Red indicates the river (the no go zone).

LET'S PLAY

- Smashies to work in pairs with one being the first "lobber of the water bomb". The objective is to lob the bomb over the obstacle or river / chasm to put out the fires (targets) on the other side.
- Lobbers to kneel side-on to the obstacle and lob the ball over their head towards the targets.
- Each target hit is a point – the second partner collects the bombs to bring back to the other side (and count the points).
- Game can be timed to find a winner, or run-through twice to challenge pairs to self-improve.

EQUIPMENT



Cones, Balls.

TIME



10 minutes on activity.

SMASHIES GROUP



Pairs or try it at home with someone.

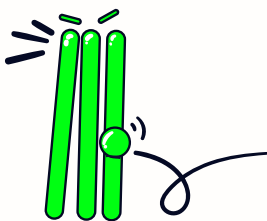
VALUES

(PROMPT THE SMASHIES)



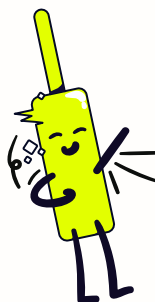
HONESTY PONO

How could the Smashies be honest when they play this game?



SUPPORT TAUTOKO

In what ways can Smashies support their partner or teammates when playing?



COOPERATION MAHI TAHI

How could Smashies work together when they play?



MIX IT UP

- ⊖ Targets spaced at a range of distances to cater for different abilities within the group.
- ⊕ Make the chasm wider – obstacle higher.
- ⊕ Introduce sequenced targeting – hitting one colour or shape first, then moving to the next.
- ⊕ Move to standing side on.

SMASH IT UP



Mission – The activator chooses a bonus target (without letting the Smashies know). When the bonus is hit an **Energy Boost** applies for the Smashie or Smashie team, with all other target points doubled for a length of time or for a number of lobs.



Boss Battle – Smashies vs Activators / Coaches / Teachers / Parents.



Arena Mode – Move targets as the game progresses.

SMASHIES VALUES

(REFLECT WITH SMASHIES)

- What were some of the ways that your team cooperated today?
 - How did you show support for each other?
 - How were you honest in the game?



I did a good job of being cooperative / supportive / honest



I was OK



I wasn't cooperative / supportive / honest



FIND MORE INFO :)



DON'T FORGET TO ASK THE SMASHIES



- Reinforce the positive:
 - I Like the way you...*
- What is the best way to hold the 'water bomb' to get it over the other side?
- When do you let go of the 'water bomb' to get it over to the other side?
- What are you looking at to get the 'water bomb' on target?