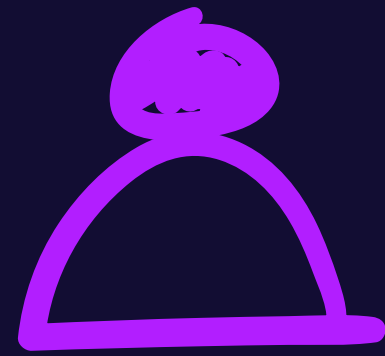




SMASH
PLAY

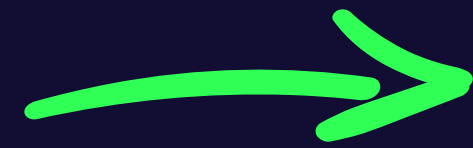
JUNIOR — TAMARIKI

MY SMASH PLAY ACTIVATOR JOURNEY

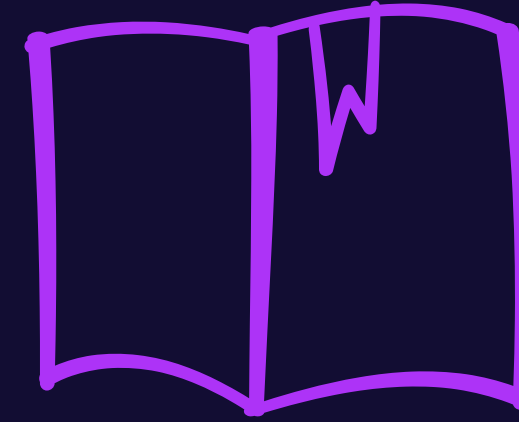
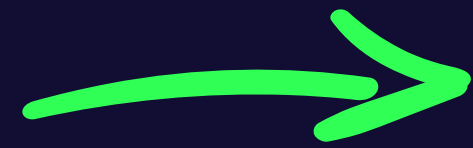


ACTIVATOR

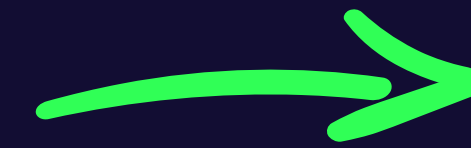
(COACH, PARENT / WHĀNAU
TEACHER / KAIAKO)



PARTICIPANTS

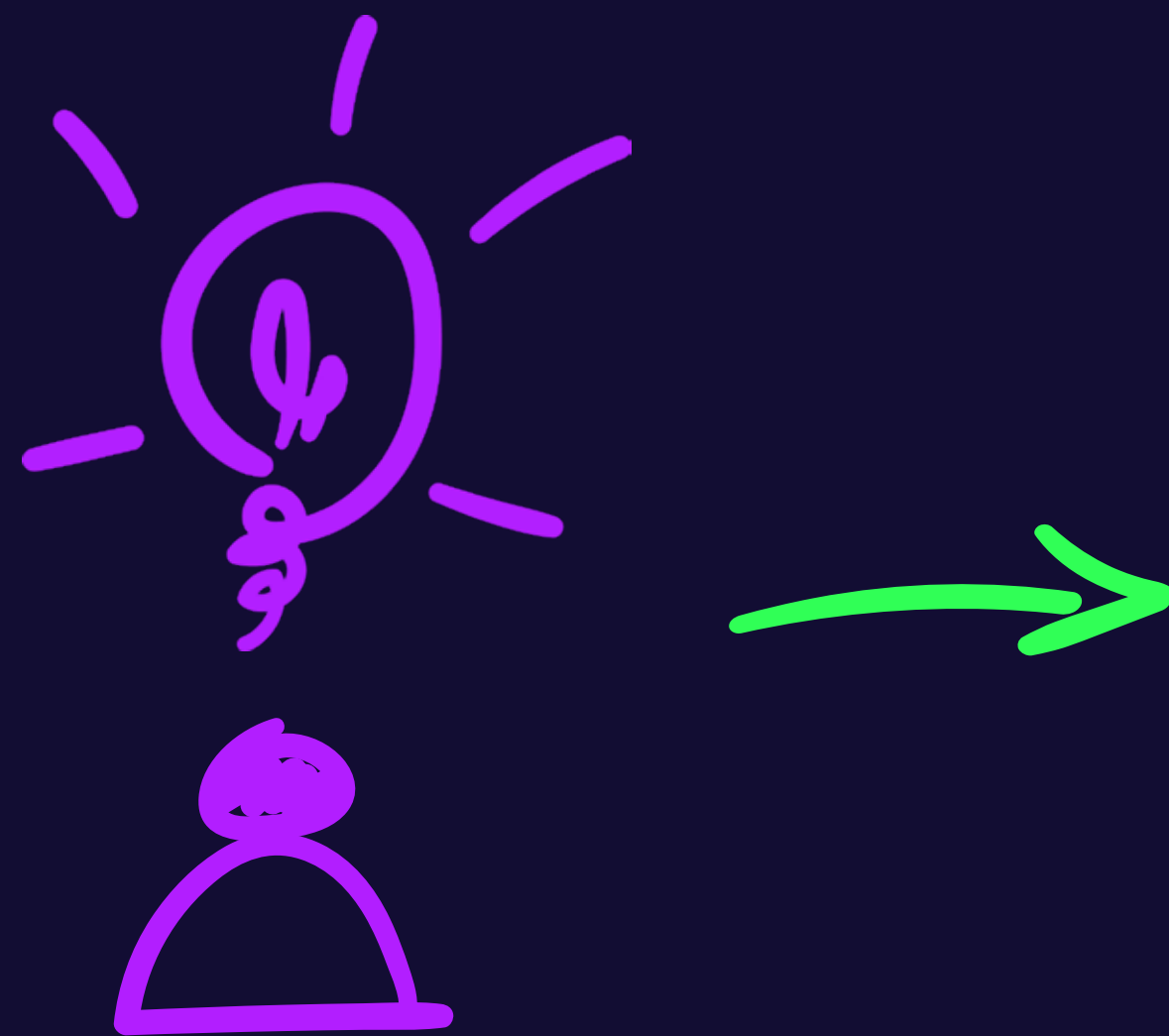


RESOURCES

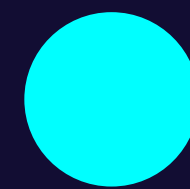


NOW WHAT?

HOW CAN THE RESOURCES HELP ME?

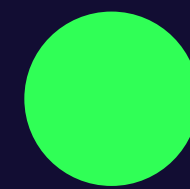


WHERE DO I
START?



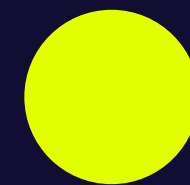
WE ARE HERE TO SUPPORT YOU

It can be hard to know where to start. Think of these resources as guides to support you on your journey.



CREATE YOUR JOURNEY

All resources have been designed with flexibility in mind. They can be used one after the other, from back to front, or you can create the journey that best fits the needs of you and your participants.



EASE OF ACCESS

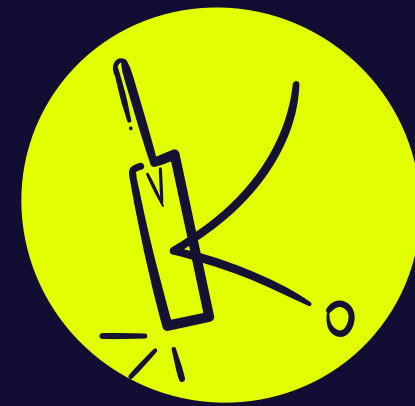
Resources will be readily available on the NZC website within a community support hub and via QR codes. Ensuring you are always supported throughout your journey.

WHAT RESOURCES SHOULD I USE?



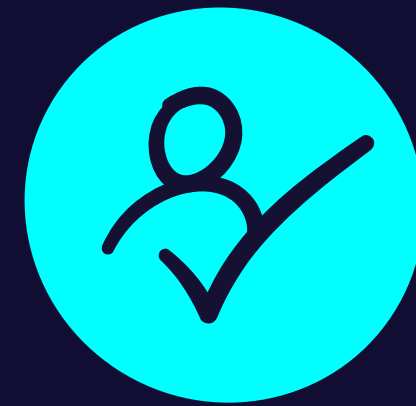
WHAT INFO CAN HELP ME UNDERSTAND?

- Smash Play explainer
- Values overview
- What Smashies want video
- Dr Ian Renshaw endorsement



I'M NOT SURE ABOUT THE GAMES, WHAT WILL HELP?

- Games resource sheets
- Games resource videos
- Game index card



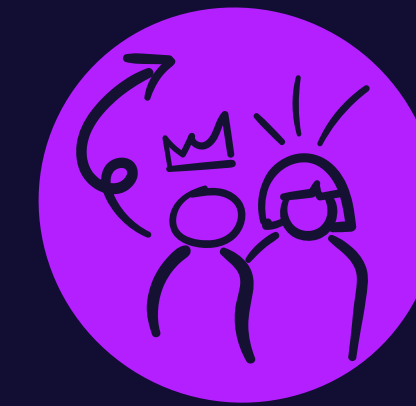
I NEED HELP WITH PLANNING

- Session builder template
- Programme builder template
- Game index card



I NEED HELP WITH ENGAGEMENT

- Teacher/Kaiako resource
- Digital assets
- What Smashies want video



WHERE DO I FIT IN ALL THIS?

- Who are our activators resource
- Teacher/Kaiako resource

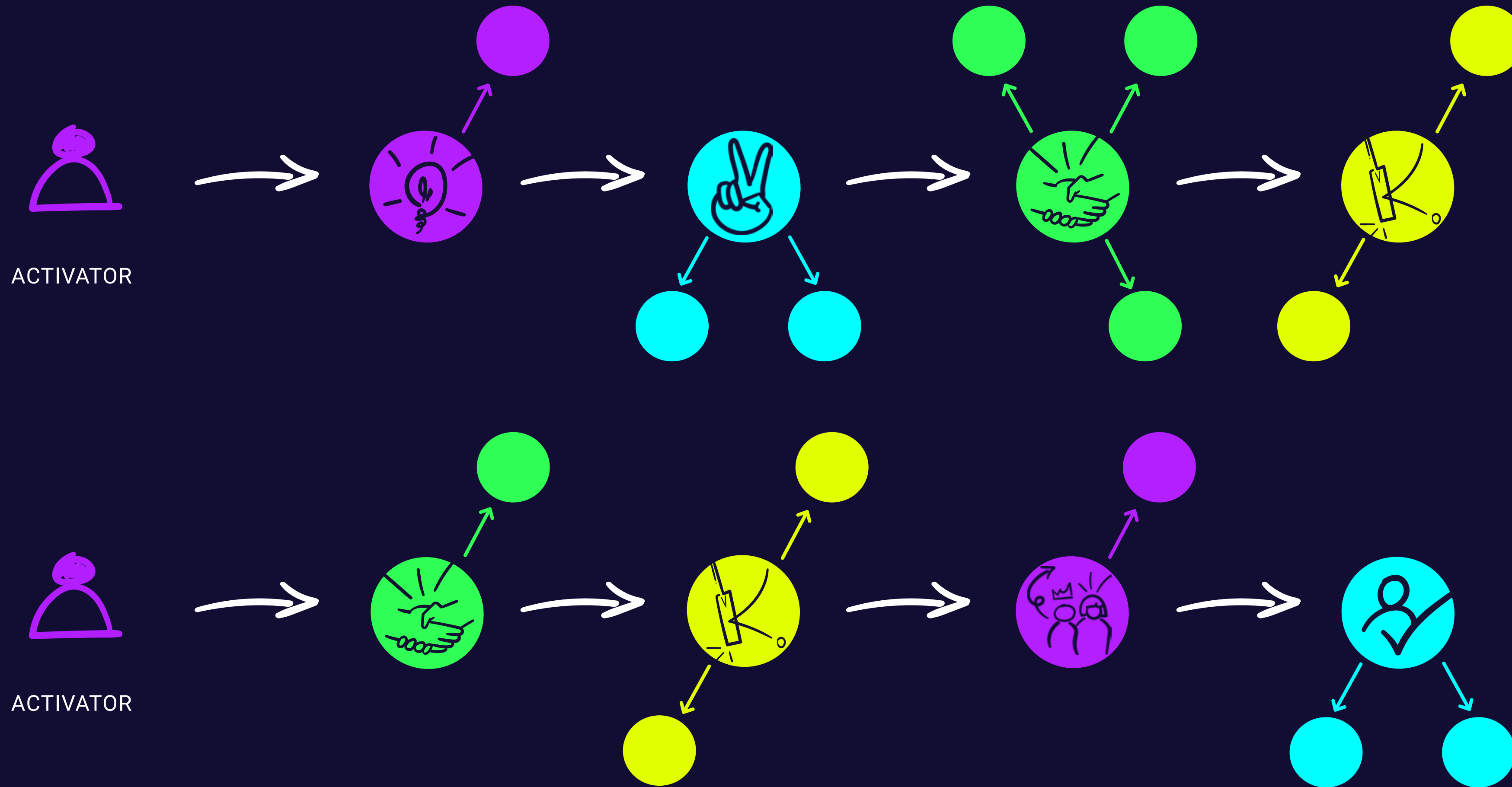


IS THERE EXTRA INFO IF I'M INTERESTED?

- Game On resource
- Junior cricket overview

WHERE DO I START?

Making a start can be daunting. Our resources have been created in a way to help facilitate your journey. Everyone's journey may be different, so the resources are here to provide support no matter how you decide to progress.



SMASH PLAY

JUNIOR — TAMARIKI

**OUR VISION IS FOR CRICKET TO BE
A GAME FOR ALL NEW ZEALANDERS;
A GAME FOR LIFE.**

**A GAME THAT CAN BE PLAYED
ANYWHERE, BY ANYONE.**

**A GAME THAT WE PLAY
THE KIWI WAY.**

We are focused on providing quality experiences for all young cricketers. With a focus on **game play**, and **values**, our aim is for cricket to provide **enjoyment**, alongside the social and personal development playing sport with friends brings.

Smash Play junior – tamariki is a cricket programme for juniors (5 – 12 year olds), introduced by NZC for the 2022/23 season.

We know children learn through game play. They develop skills, develop a love for an active and healthy lifestyle and enjoy being with friends and whānau.

With Smash Play junior-tamariki, every session has more hits, more touches, more catches, more action.

More fun.

With Smash Play junior-tamariki, we're working together as a cricket network to achieve national alignment across New Zealand's unique communities, schools and clubs.



What is Smash Play junior-tamariki?

- Smash Play junior-tamariki is a programme consisting of 30 games
 - it's a non-linear programme – coaches and whānau can select from the 30 games to build a session (and we have templates to help with this). There are games to cater for all abilities, various group sizes or can be played at home.
- Each game is values-based – an approach that is based on enhancing personal and social engagement
- Each game develops fundamental movement, with cricket specific outcomes
 - Essentially, getting children more active, developing skills with a cricket focus

What is a game-based approach?

We know there is not just one way to bowl or to bat. Cricket has evolved to include various styles, exciting techniques and many different ways to play.

A game-based approach gets everyone involved and enables them to explore, learn and develop. Technique is developed individually, through the design of the games and the challenges faced. Not simply being rigidly taught by a coach.

SMASH PLAY

JUNIOR — TAMARIKI

SMASH PLAY - SESSION DESIGN PRINCIPLES



Associate Professor Ian Renshaw

School of Exercise & Nutrition Sciences
Faculty of Health
Queensland University of Technology
Australia

I was delighted to be asked by New Zealand Cricket to come on board and help develop the Smash Play junior-tamariki programme.

For too long, sports have over emphasised teaching techniques through repetitive practice in junior programmes, at the expense of learning to play by playing games. The desire to drill skills to develop 'the basics' is often the norm in many environments, and cricket has been no exception. Sadly, we have seen the effect of this with falling participation rates and disengagement as children move through the 'system'. Clearly, these existing approaches are not meeting the needs of children.

NZC have decided to evolve the way the game is being delivered to young New Zealanders.

NZC's Smash Play approach to skill learning has gone 'back to the future' by combining some of the traditional ways that we have learned to play cricket with contemporary ideas in skill acquisition.

Essentially, NZC have taken on board the philosophy of backyard games and wedded it to the constraint-led approach to skill acquisition.

Common to both approaches is the focus on play. Play is central to learning and provides the foundation for all aspects of our future lives. It is also simply fun, and children will play for hours given the opportunity. The beauty of play is that it is undertaken voluntarily. Consequently, children are free from overly prescriptive instructions, making it exciting and capturing the imagination.

When children are playing you can hear and feel the BUZZ.



In backyard games of cricket, the ball is always moving, when bowled, when hit, when thrown. I believe that this is a fundamental requirement when learning to play cricket, the development of action and perception at the same time. While this might seem obvious, many practice scenarios separate this type of learning. This historic approach is fundamentally flawed. For example, to learn to hit the ball, batters first of all need to develop an understanding of where the ball will land and how it will behave once it has landed. Knowing, can therefore only come from facing a moving ball, additionally the body movement of a thrower or bowler is key to this development.

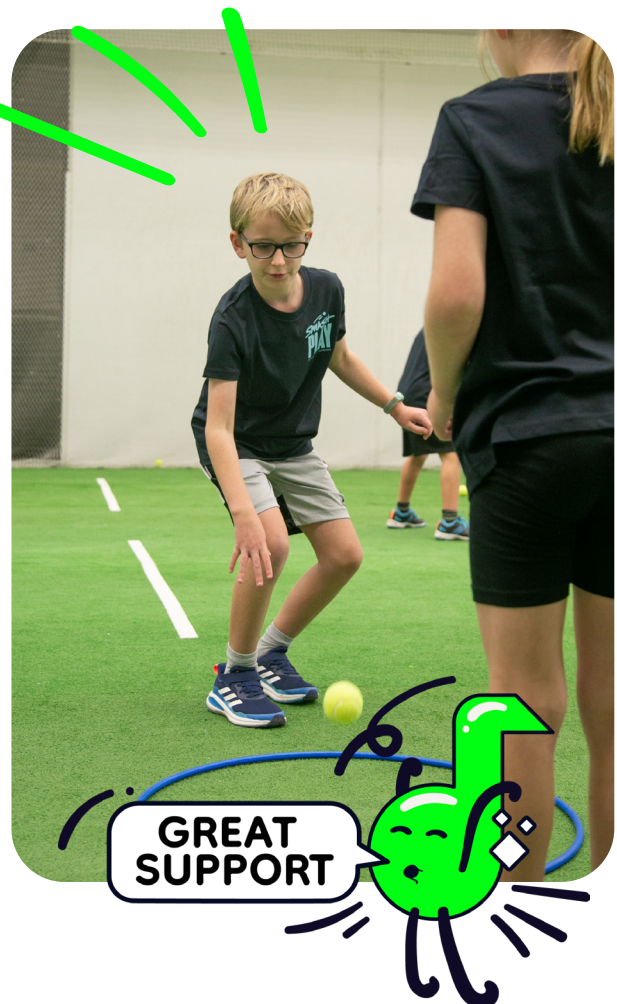
When children make up their own games of backyard cricket, a key collective goal is that no one player should dominate. It takes at least two to play, there is a need to make sure everyone is getting what they need from the game, so they won't "take their ball home." The rules are flexible with individuals being challenged at their own level. These games include maximal participation (everyone gets the chance to bat and bowl) which is essential for the development of everyone. Children adapt game rules to the environment in which they are playing and therefore learning by exploration to 'find their own way' is central to learning.

Backyard games also promote some key values to ensure that everyone continues to take part. NZC have captured these ideas in the Smash Play junior-tamariki programme too.

Many of the ideas underpinning backyard games sit neatly with the key principles of a Constraint-Led Approach. (You can find out more about this approach here ([The Constraints Collective](#)): In line with the NZ Coach Approach, NZC have built the programme based on combining the two approaches with the ultimate aim of ensuring that children learn to "Play the Kiwi Way." The goal is to build the foundational skills and mindsets to develop skilful adaptable players while at the same time building better people.

As a result, Smash Play junior-tamariki includes carefully designed games that follow the philosophy and learning principles outlined earlier. I am confident the programme will meet the needs of your children to develop and find their own place in the game of cricket, enabling the freedom to be playful, consequently developing a love of being active and having fun with their friends. This is part of NZC's vision to be 'a game for all New Zealanders, a game for life'

As an integral contributor to the programme, I am strongly invested in seeing it make a significant contribution to the future of cricket in New Zealand and create a positive framework to learn to play cricket for the participants, coaches, teachers, parents, their whānau and the wider community.



SMASH PLAY

JUNIOR — TAMARIKI

SMASH PLAY - A VALUES APPROACH



Associate Professor Barrie Gordon

He pukenga akoranga koiri
Health and Physical Education
Faculty of Education
Te Herenga Waka
Victoria University of Wellington
New Zealand

For many years sport has been seen as an ideal way to teach life skills or to develop what is often described as 'good character'. Most sporting bodies vision statements will identify 'positive child development' or something similar, as an important outcome of participation in their sport. This is based upon the underlying philosophy that sport creates good people. New Zealand Cricket have gone a step further and have brought values and social development to the forefront of their approach through Smash Play.

Smash Play places an emphasis on values and culture, striving towards "Playing the Kiwi Way" by building better people. TNZC understand that to achieve this it requires a full commitment to the goal and a careful plan to achieve it. As a result, they have introduced a philosophy, programme, resource and coaching structure, with carefully developed games and activities, that will achieve this outcome.

New Zealand Cricket should be commended for their vision and for the positive impact this programme will have on participants, their whānau and the wider community.

I would also like to thank NZC for the opportunity to contribute to the development of the values aspect for the Smash Play programme. It has been professionally rewarding and extremely enjoyable.

NZC believes that cricket offers a significant opportunity for New Zealanders to develop important life skills and values, alongside enhanced skill development



Smash Play junior-tamariki incorporates the teaching and understanding of values alongside the core approach of being physically active and developing and acquiring cricket related skills. Education around values is additive, and not replacing sport-related learning.

NZC want to ensure that values are brought to life during game play, and that coaches, activators and whānau live these alongside the children. To do this effectively, the following were selected as “in action” game values:



By living this approach, the cricket community will advance care for self and others, based upon a simple integrated process aligned to social and personal responsibility development.

With the approach integrated into Smash Play junior-tamariki, everyone can be successful. Many coaches are parents and will be living a values approach with their children on a day-to-day basis already. The games resources have been carefully prepared to make it easy for anyone to combine games, skill development AND values.

How do you do it?

Firstly, it is important that you demonstrate the values in your behaviour and in the way you interact with children. Children quickly identify if you operate in a ‘do as I say not as I do’ way. When there are inconsistencies, the chances are that the children won’t consider the values important and taking them on board is substantially reduced.



The Games

The games in Smash Play junior-tamariki have been carefully designed to help integrate a values approach into play. You will notice that the games presented in the resources:

- Identify appropriate values that can be emphasised for each game.
- Have a clear and simple coaching structure to help integrate the teaching and learning of values into their cricket sessions.

Coaching Structure for Values

- 1. Focus on Values:** Include a simple statement to the children identifying the value(s) you want to focus on in the session or for the game.
- 2. Active learning:** The games are designed in a way that gives children opportunities to align their play to the key value selected.
- 3. Team / Group Discussion:** At the end of play gather the children together to talk about what happened, include a discussion/question around the value you are focussing on. Use this time to discuss what went well, any problems that arose and to look for ideas from the children around how to improve the value play.
- 4. Personal reflection:** A short time for children to reflect on their own behaviours and how they offered support during the session.

Underlying Principles

NZC's approach to bringing values to life is built upon academic models which have been proven as effective in a range of settings, and which follow the established underlying principles:

- Children need to know what the values mean – there needs to be a shared understanding of the words used.
- The values should be a focus of, and present in, the game and play.
- Children need to have the opportunity to talk and think about the values in relation to how they are acted in play. The importance of providing time to reflect on behaviours can't be underestimated.

- Children need to know that these values are also important outside of their games – in their lives at school and at home.
- If values are to be transferred into other areas this needs to be discussed with children from the start.

These are principles that underpin any programme that successfully uses sports to teach values, and NZC are proud to begin this journey with Smash Play junior-tamariki.



6 PILLARS TO THE SMASH PLAY APPROACH



SKILL LEARNING

LEARNING IS MESSY

- Reframe mistakes as exploring to find a way
- Progress looks like a mountain range, not a straight line
- Make the game look like cricket as much as possible



EXPLORATION IS PRIORITISED

REINFORCE THERE IS NO 'ONE' PERFECT TECHNIQUE

- Encourage the exploration to trial different ways to solve movement problems



INDIVIDUAL DIFFERENCE

CREATE DIFFERENT CHALLENGE LEVELS

- Support individual differences by matching the difficulty of the game to player capability



FACILITATE SELF-CHALLENGE

GIVE CHOICE TO THE LEARNERS WHERE POSSIBLE

- Encourage learners to challenge themselves
- Support a shift from being coach driven to player driven choice



SENSE OF ACHIEVEMENT

'I'VE BEEN SUCCESSFUL TODAY'

- Individual success for every learner in every session



MAXIMISE TIME

NO LAPS, NO LINES, NO LECTURES

- Maximise time with a bat and a ball in hand
- A bat and a ball for every learner
- Maximise the equipment available
- Maximise activity



EXAMPLE - 6 SESSION PROGRAMME

Programme Plan

Session 1	Free Play	Clean Up & Play Kohikohi Tākaro	Rock'N'Roll Tokā Pīrori	Junk Yard Smash Haukurutia Te Para	Values reflection
Session 2		Build a Bridge Hanga Te Piriti	Super Stars Ngā Whetū Rongonui	Adventure Holes Haerenga Kōruarua	
Session 3		Roller Play Tākaro Pīrori	Super Bowl Epana Nui	SuperRiver Hit Te Awa Pāhi	
Session 4		Bowling Blast Off Epana Taumāhekeheke	Smash 45 Haukuru Wha Tekau Ma Rima	Smash Bucket Ball Haukurutia Te Pākete Pōro	
Session 5		Smash The EndZones Haukurutia Te Rohe Mutunga	Meteor Smash Haukurutia Te Matakokiri	Hit Catch & Play Haukuru, Kapo, Tākaro	
Session 6		Tic Tac Toe Challenge Korewhiti	Hoop Smash Haukurutia Te Porohita	Play 360 Tākaro Hurihuri	

GAME INDEX CARD

Game Name	Complexity	Skill Focus
Batting		
Adventure Holes Haerenga Kōruarua	● ● ●	Batting
Junk Yard Smash Haukurutia Te Para	● ● ●	Batting
Castle Smash Haukurutia Te Pā	● ● ●	Bowling; Underarm throwing
Hit Catch & Play Haukuru, Kapo, Tākaro	● ● ●	Batting; Catching
SuperRiver Hit Te Awa Pāhi	● ● ●	Batting
Smash Bucket Ball Haukurutia Te Pākete Pōro	● ● ●	Batting; Catching; Throwing; Stopping
Play 360 Tākaro Hurihuri	● ● ●	Batting; Throwing
Smash off! Haukuru Taumāhekeheke	● ● ●	Batting
Throwing and Catching		
Make a Move & Play Kokiritia Te Tākaro	● ● ●	Throwing; Catching
Clean up & Play Kohikohi Tākaro	● ● ●	Throwing; Ground fielding
Meteor Smash Haukurutia Te Matakokiri	● ● ●	Throwing
Rollerplay Tākaro Pīrori	● ● ●	Throwing; Ground fielding
Battleship Challenge Wero o Te Waka Riri	● ● ●	Catching; Throwing
Smashies Shuffle Haukurutia Te Kokiri	● ● ●	Throwing
SuperRiver Catch Kapohia Te Awa Nui	● ● ●	Catching
Build a Bridge Hanga Te Piriti	● ● ●	Catching; Throwing
Tic-Tac-Toe Challenge Korewhiti	● ● ●	Throwing; Catching
Bowling		
Rock 'n' Roll Toka Pīrori	● ● ●	Bowling
Super Stars Ngā Whetū Rongonui	● ● ●	Throwing; Overarm bowling
Fireball Smash Haukuru Te Poi Ahi	● ● ●	Bowling
Bowling Blast Off Epana Taumāhekeheke	● ● ●	Bowling
Super Bowl Epana Nui	● ● ●	Bowling; Catching
Hoop Smash Haukurutia Te Porohita	● ● ●	Bowling; Catching
General Movement		
Super Steal Tāhae Nui	● ● ●	Running; Perception skills
Smash Tag Panga Haukuru	● ● ●	Running; Throwing; Ground fielding
Smash and Run Haukurutia Te Oma	● ● ●	Running; Throwing; Ground fielding
Smash the Endzones Haukurutia Te Rohe Mutunga	● ● ●	Catching; Throwing
Smash Back Haukurutia Ki Muri	● ● ●	Catching; Throwing
Tapu Ae	● ● ●	Catching; Throwing
Smash 45 Haukuru Wha Tekau Ma Rima	● ● ●	Running; Throwing; Bowling



ADVENTURE HOLES

HAERENGA KŌRUARUA

SKILL FOCUS

- Batting

COMPLEXITY



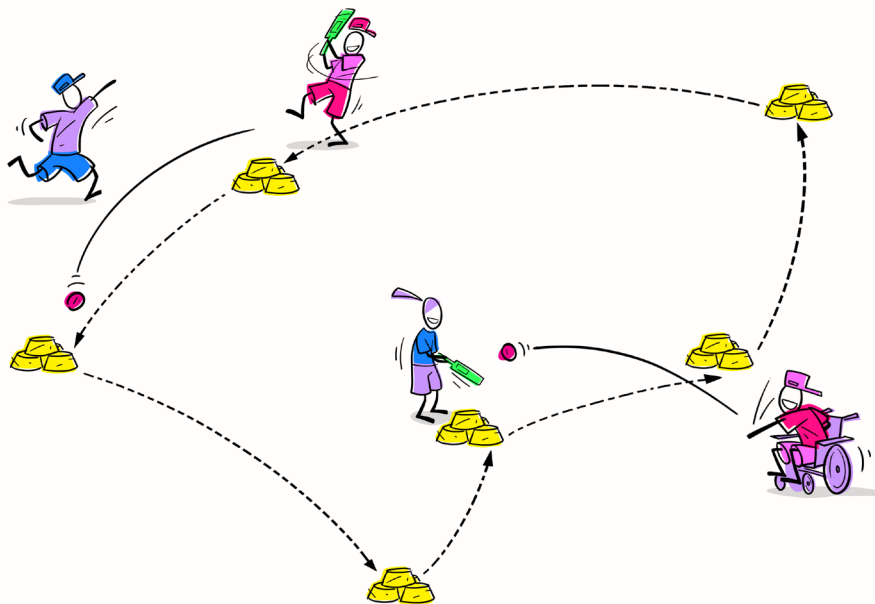
WHAT OTHER SKILLS COULD BE INVOLVED

Movement – Running, Walking & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about where they are aiming. What about the target could help them focus.
- Encourage Smashies to say “BOUNCE” when the ball bounces and “HIT” when it hits the bat.

SET UP



LET'S PLAY

- Set up a series of islands of various sizes (similar to a golf course) with the holes and teeing areas made of cones.
- Smashies work together in pairs and hit the ball from one island to the next, alternating hitting as they go (each Smashie takes a turn). Multiple pairs can play on the same hole if required.
- Each Smashie pair to count the number of hits for each hole.
- Self-challenge on the same hole if Smashies want to measure their progress.

EQUIPMENT



Cones, Balls (Small or Large), Bats, Batting Tees.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups (split into pairs or teams) or try it at home with someone.

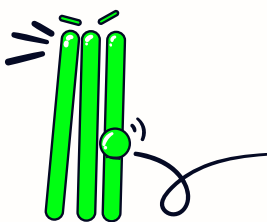
VALUES

(PROMPT THE SMASHIES)



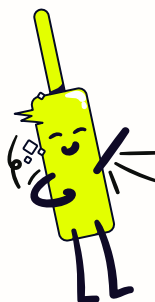
HONESTY PONO

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

- ⊖ Change the size of the islands to make the targets easier or include differing lengths of holes (shorter) to cater for individual needs.
- ⊖ Drop feed by Smashie partner instead of hitting off a tee.
- ⊕ Add in obstacles – gates of cones – so that striking can be directional within holes.
- ⊕ Smaller island targets.

SMASH IT UP



Mission – Add an Island to one hole as a Bonus hole. Smashies can choose to hit towards either island. One will add a point to their score, one will take a point away.



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



Arena Mode – Remove an island as the game progresses to reduce the playing area, or add a new island to increase the playing area.

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



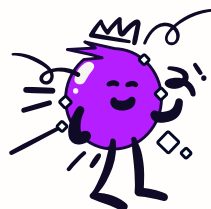
I was OK



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 for you to hit the ball?
- How did you hit the ball for the targets further away compared to those that are closer?
- How did you hit the ball when you wanted to be accurate?



JUNK YARD SMASH

HAUKURUTIA TE PARA

SKILL FOCUS

- Batting

COMPLEXITY



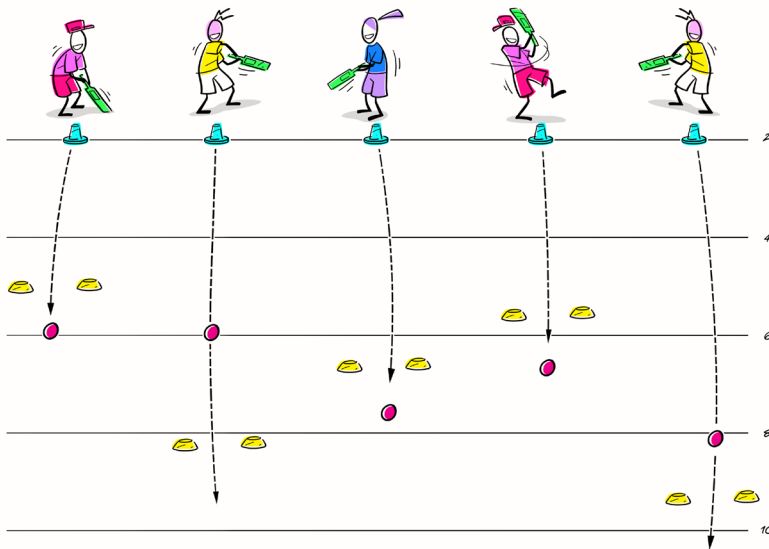
WHAT OTHER SKILLS COULD BE INVOLVED

Movement – Running & Balance.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about where they are aiming. What about the gate targets could help them focus.
- Encourage Smashies to say "BOUNCE" when the ball bounces and "HIT" when it hits the bat.
- Encourage Smashies to think about how to swing the bat through a full range of motion and how they hold it to help this happen.

SET UP



*Note: Gate targets can be created from any objects.

LET'S PLAY

- Smashies have a bat (or racquet), a minimum of 2-3 balls and a batting tee each (the more balls the better). Smashies hit the ball through gate targets to score points.
- The number of Smashies hitting is only limited by the equipment (no fielders, everyone bats at the same time, then collects their number of balls).
- If there are a limited number of bats, Smashies can work in pairs with one as the supporter whilst the other hits.

EQUIPMENT



Cones, Balls (Small or Large).
Bats and Racquets. Tees.

TIME



10M
10 minutes on activity.

SMASHIES GROUP



Small or large groups or try it at home with someone.

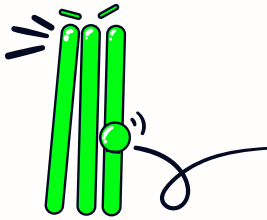
VALUES

(PROMPT THE SMASHIES)



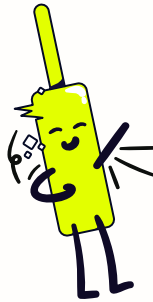
HONESTY PONO

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

- ⊖ Players hit the ball from the ground.
- ⊕ Encourage Smashies to hit in certain directions through targets (constraint shots).

SMASH IT UP



Mission – Choose a mystery gate that creates an **Extra Life** (extra ball) for any Smashie that hits it through.



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



Arena Mode – Make the arena smaller (remove gate targets) or bigger (add gate 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...*
- How can you hit the ball to keep it along the ground?
- How can you hit the ball over a certain gate?
- How can you hit towards a certain target or zone?



CASTLE SMASH

HAUKURUTIA TE PĀ

SKILL FOCUS

- Bowling
- Underarm Throwing

COMPLEXITY



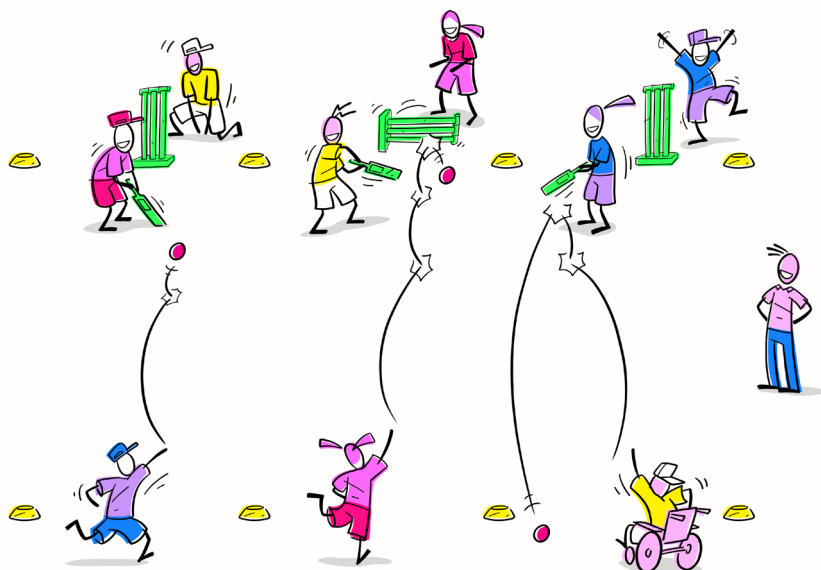
WHAT OTHER SKILLS COULD BE INVOLVED

Underarm Rolling, Fielding & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to say “BOUNCE” when the ball bounces and “HIT” when it hits the bat.
- Encourage Smashies to think where the ball is travelling to and move to hit it successfully.
- Encourage Smashies to think about a long elephant trunk motion to help with underarm bowling.

SET UP



LET'S PLAY

- One Smashie bats, one Smashie bowls, one Smashie stands behind the castle.
- Smashie bowler rolls the ball along the ground trying to knock down the castle of the batter.
- Smashie with the bat attempts to hit the ball.
- Fielding Smashie stands behind the castle as wicketkeeper, ensuring that the ball doesn't pass them.
- If the batting Smashie hits the ball, they get 1 point.
- If they hit the ball past the bowling Smashies cone, they get an extra point.
- The bowler Smashie is awarded 1 point every time they can knock down the castle.
- Rotate roles every 3 deliveries.

EQUIPMENT



Cones, Balls (Small or Large).
Bats, Wickets and Bases.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups
(split into pairs or teams) or try
it at home with someone.

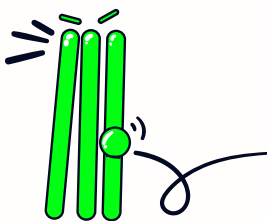
VALUES

(PROMPT THE SMASHIES)



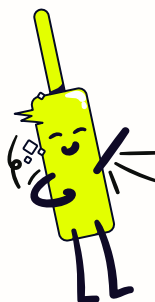
HONESTY PONO

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

- ⊖ Begin with rolling the ball along the ground, then progress to underarm throws, overarm throws and then finally bowling. Use a larger ball to make it easier.
- ⊖ Move the cone forward or backward to increase or decrease the distance between the bowler and the batter.
- ⊕ Decrease the size of the castle, making the target smaller.

SMASH IT UP



Mission – Add different gates to hit through to score extra points as an **Energy Boost**.



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



Arena Mode – Make gates bigger or smaller as required.

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



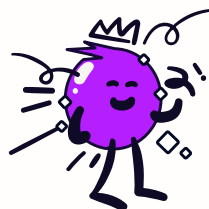
I was OK



I wasn't cooperative / supportive / honest



FIND MORE INFO :)



DON'T FORGET TO ASK THE SMASHIES



- Reinforce the positive:
 - I Like the way you...*
- When you hit the ball, what do you think happened?
- How can you hit towards a certain target?
- How do you release the ball when you underarm roll it?



HIT, CATCH & PLAY

HAUKURU, KAPO, TĀKARO

SKILL FOCUS

- Batting
- Catching

COMPLEXITY



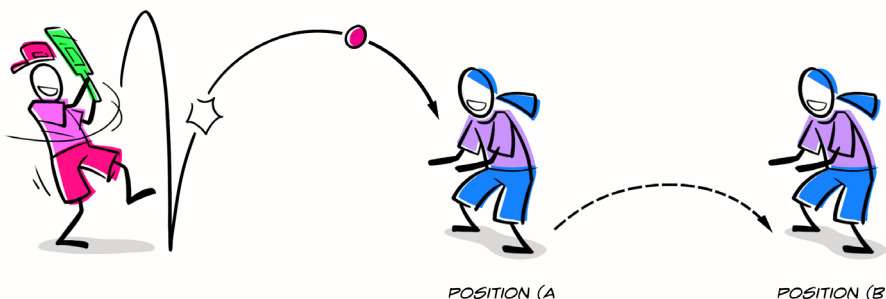
WHAT OTHER SKILLS COULD BE INVOLVED

Perception Skills & Underarm Throwing.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to say “BOUNCE” when the ball bounces and “HIT” when it hits the bat.
- Encourage Smashies to think about a bucket shape with their hands when catching.

SET UP



*Note: Ensure that the catcher is a safe distance initially from the batter (7-10 steps).

LET'S PLAY

- Smashie batter drops the ball and after it bounces hits it to their partner.
- A point is scored if the ball is caught cleanly.
- If the Smashie pair make 5 continuous catches, the catcher takes a step back.
- Catcher furthest back after set number of hits wins.

EQUIPMENT



Cones, Balls (Small or Large).
Bats or Racquets.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups (split into pairs or teams) or try it at home with someone.

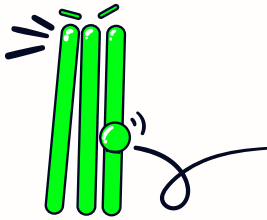
VALUES

(PROMPT THE SMASHIES)



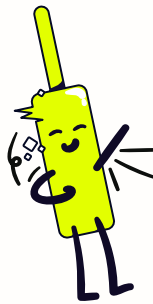
HONESTY PONO

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

- ⊖ Use a wider implement (wider bat / racquet) or a larger ball.
- ⊕ The catcher throws the ball to the Smashie batter – to be hit on the bounce.

SMASH IT UP



Mission – **Energy Boost:** If a catch is made one-handed the Smashie can move back two steps.



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



Arena Mode – Create an invisible forcefield between the Smashie batter and catcher. The batter has to hit the ball higher as the forcefield gets taller.

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...*
- How could you stand when hitting the ball to your partner?
- What can you do when you hit to make the ball easier to catch?



SKILL FOCUS

- Batting

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

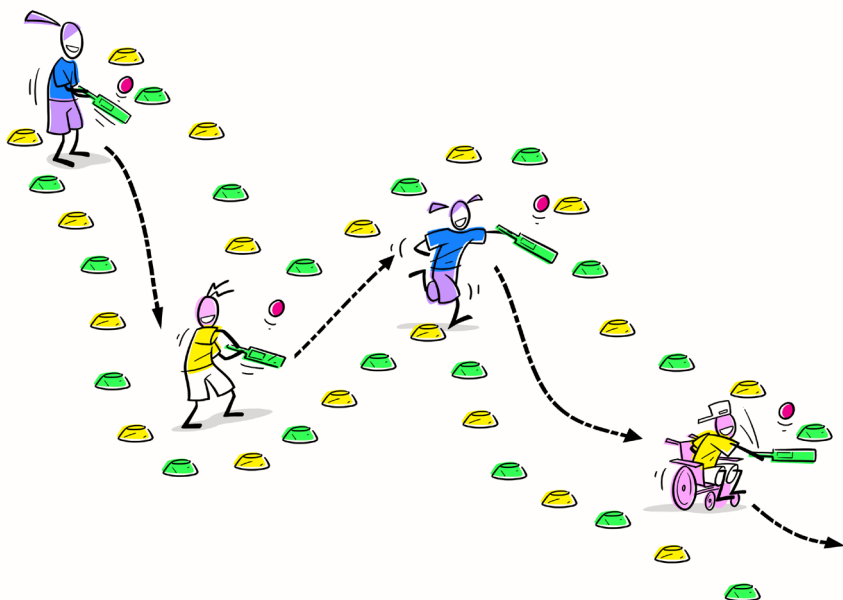
Movement – Walking, Running, Hopping, Dodging, Balancing, Underarm Lobbing, Underarm Throwing & Perception Skills.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to start at a level to suit their competence.
- Encourage Smashies to choose a hitting implement that suits them.

SET UP



*Note: Create the shape of a colourful river (similar to a river-ride) using cones.

LET'S PLAY

- All Smashies to walk through the "river ride" balancing or hitting their ball in the air with their bats or other hitting implement.
- Self-challenge hits made (count the number of hits).

EQUIPMENT



Cones, Balls (Small or Large), Bats.
Extras - Bean Bags, Racquets.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups, or try it at home with someone.

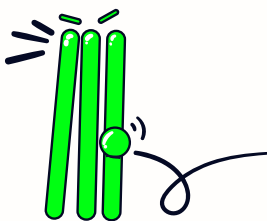
VALUES

(PROMPT THE SMASHIES)



HONESTY PONO

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



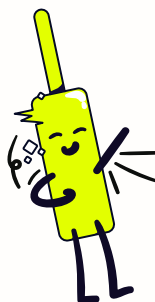
SUPPORT TAUTOKO

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

- ⊖ To begin, each Smashie could use a bean bag and balance it along the bat whilst they travel down the river. Advance from a bean bag to balancing a ball.
- ⊖ Work in pairs, with one Smashie lobbing and the other then juggling the ball with the bat. Once they are through the river, the Smashies reverse roles.
- ⊖ Introduce obstacles to the river for the Smashies to avoid whilst they move.
- ⊕ Change the movement from walking, to hopping, skipping, running.
- ⊕ To really challenge the Smashies get them to vary the hitting height, one low, one medium and one high and then move onto 'round the world' (hitting the ball on each side/part of the bat).

SMASH IT UP



Mission – Make it through the river juggling the ball all the way. Have a portal gate of cones the Smashies have to walk or run through. If they move through the portal they are allowed an **Extra Life** (free drop) to complete the Mission.



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



Arena Mode – Parts of the river become narrower 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 were you focusing on when in the River?
- How hard or soft do you need to hit the ball?



SMASH BUCKET BALL

HAUKURUTIA TE PĀKETE PŌRO

SKILL FOCUS

- Batting
- Catching
- Throwing
- Stopping

COMPLEXITY



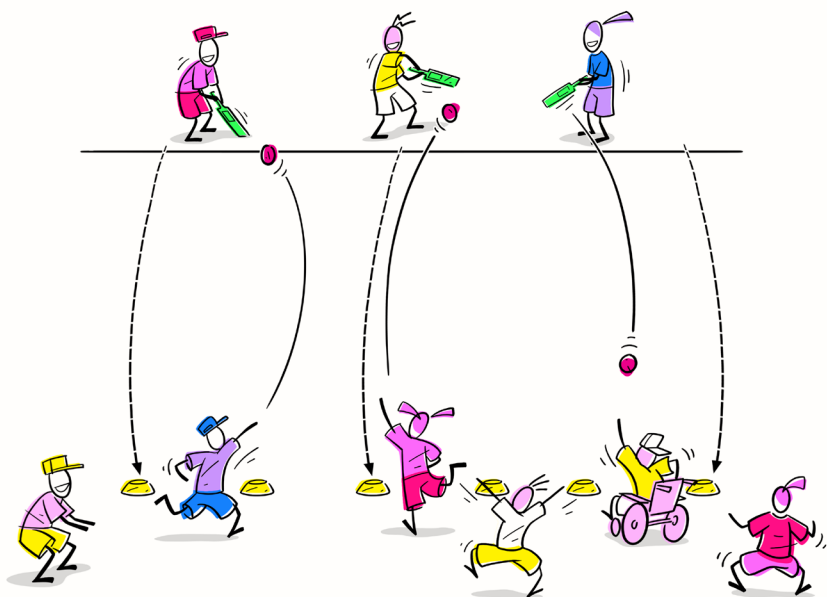
WHAT OTHER SKILLS COULD BE INVOLVED

Movement – Walking, Running, Balancing, Underarm Rolling, Underarm Throwing & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Feeding the ball – encourage hitting a moving ball (underarm roll, bounce, throw). Good batting starts with being able to hold the bat in a way that allows the player to swing the bat through a full range of movement.
- Encourage decision making. Positive reinforcement around hitting power.

SET UP



*Note: Based on the group size you could play this with smaller groups and have one batter and one fielder .

LET'S PLAY

- Smashies are split into two teams – batting and fielding.
- An arena is marked for batters to strike the ball through, with fielders on the outside of the arena.
- A batter hits 2-3 balls through the marked arena (either from a series of tees or as fed by an underarm thrower).
- Once all balls have been hit, fielders move to collect the balls and need to return them, however they decide, to a Bucket/hula hoop next to the batting tees.
- Whilst the fielders are returning the balls, the batter moves around a series of cones behind where the balls were struck – each rotation around the cones is one point.
- If the group is large, 4-6 Smashies can hit at the same time.

EQUIPMENT



Cones, Balls (Small or Large).
Extras - Bean Bags.

TIME



10 minutes on activity.

SMASHIES GROUP



Group split into teams.

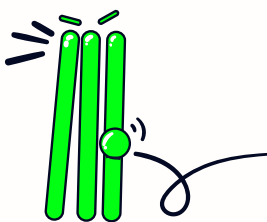
VALUES

(PROMPT THE SMASHIES)



HONESTY PONO

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



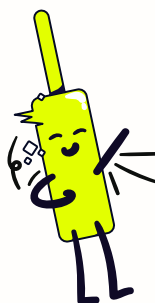
SUPPORT TAUTOKO

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

- ⊖ Smashie 'batter' to throw the ball instead of hitting.
- ⊕ Gates of cones can be placed as targets around the hitting arena for additional point scoring. Targets can vary in width and distance to encourage strength of hit.
- ⊕ Fielders can be allowed within the hitting arena and able to move towards the balls once hit.

SMASH IT UP



Mission – Introduce a bonus target in the outfield. If the target is hit then the Smashie receives an **Extra Life** (extra ball/s) to hit before the fielders can move.



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



Arena Mode – Make the arena smaller or bigger 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



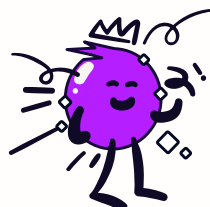
I was OK



I wasn't cooperative / supportive / honest



FIND MORE INFO :)



DON'T FORGET TO ASK THE SMASHIES



- Reinforce the positive:
I Like the way you...
- For fielders, encourage through questioning an understanding of how the ball could be returned to the bucket most effectively.
- What body position do you need to make to hit the ball where you want?
- Tolerance, understanding, and empathy are also important because many children may need help and encouragement.



PLAY 360

TĀKARO HURIHURI

SKILL FOCUS

- Batting
- Throwing

COMPLEXITY

WHAT OTHER SKILLS COULD BE INVOLVED

Movement - Running, Balancing, Fielding & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to say “BOUNCE” when the ball bounces and “HIT” when it hits the bat.
- Encourage Smashies to consider how to hit / scatter the balls to score points.

SET UP

**Note: The game is played on a diamond set up. Place a home cone on the middle of the baseline and a bucket or hoop 5-10 metres away from the baseline in the middle of the square.*

LET'S PLAY

- Split the Smashie group into teams of 3-4. One team to bat, all other teams to field together.
- Batting Smashies have to hit a set number of balls. The Smashie has 360 degrees in which to do this.
- 2 Smashies bat at a time, with other team members feeding the batters.
- Batting Smashies run around the outside cones as many times as they can, while the fielding Smashies return all the balls into the bucket and call “stop”.
- Rotate teams through batting as often as possible.

EQUIPMENT

Cones, Balls, Bats, Wickets, Tees.
Extras - Hula Hoop or Bucket.

TIME

15M

15 minutes on activity.

SMASHIES GROUP

Large group
(split into two teams).

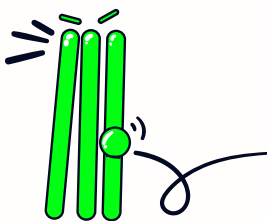
VALUES

(PROMPT THE SMASHIES)



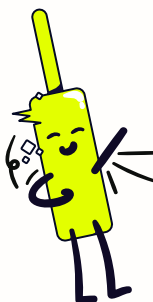
HONESTY PONO

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

- ⊖ Batters throw the ball as far as they can, or as short as they can, and run around the bases before the ball is fielded.
- ⊕ Fielding Smashies cannot run with the ball. They must relay throw the balls back to the central bucket.
- ⊕ Relay throws to only be between Smashies of the same team.

SMASH IT UP



Mission – When batting, hit one right-handed and one left-handed (at least) to get an **Energy Boost** which adds bonus runs to your score.



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



Arena Mode – Batter can identify an area where fielders have to position themselves (creating gaps for the Batting Smashie).

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...
- How do you choose where the best place is to hit the balls before you run?
- What should the fielding Smashies be focusing on as the balls are being hit?



SMASH OFF

HAUKURU TAUMĀHEKEHEKE

SKILL FOCUS

- Batting

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

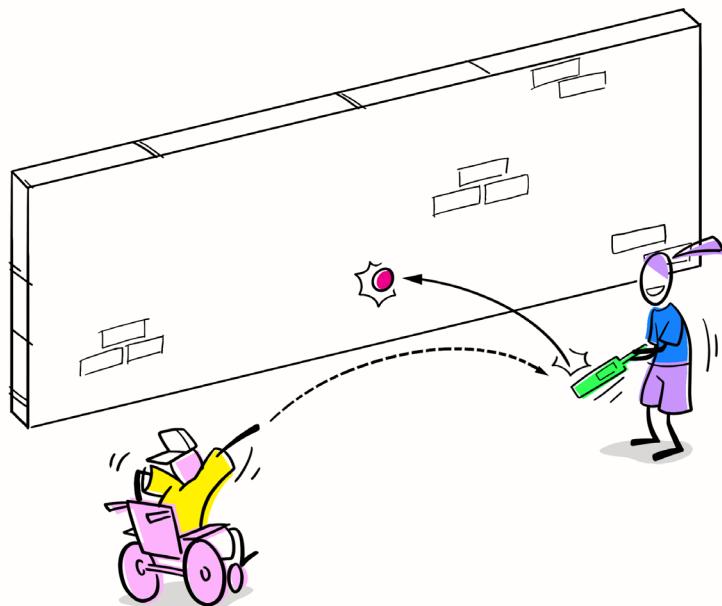
Underarm Throwing, Fielding & Perception Skills.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to say “STEP” so they step towards the ball and “HIT” when it hits their bat.
- Encourage Smashies to think about how to swing the bat through a full range of motion and how they hold it to help this happen.

SET UP



LET'S PLAY

- The Smashie batter stands approximately 5 metres from the wall or net (with their back towards the wall or net).
- The Smashie who will feed the ball, stands approximately 5 metres in front of the batter. They lob the ball for the Smashie batter to hit, aiming for their left hip.
- The Smashie batter hits the ball towards the wall or net.
- One run is scored for every hit into the wall or net.
- Play for 10 lobs, then switch.

EQUIPMENT



Cones, Balls (Small or Large).
Bats or Racquets.

TIME



10M
10 minutes on activity.

SMASHIES GROUP



Small or large groups or try it at home with someone.

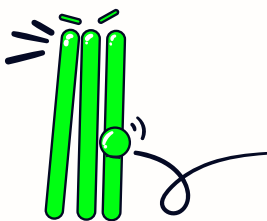
VALUES

(PROMPT THE SMASHIES)



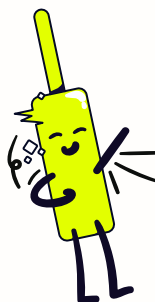
HONESTY PONO

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

- ⊖ Use a wider implement (wider bat / racquet) or a larger ball.
- ⊕ After five successful hits move 3 steps further away. See how far away the Smashies can move.
- ⊕ Introduce a 2 v 2 game with a "boundary" line. One team of fielders must stop the ball before the boundary. The batting Smashie and feeder take turns to hit 6 balls each into the wall, to rebound past the boundary. Each boundary scores 4 runs. Teams swap roles.
- ⊕ Turn the boundary line into gate targets to score runs. Different runs for different gates.

SMASH IT UP



Mission – Score a boundary by hitting the non-dominant way will generate an **Extra Life** (extra ball).



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



Arena Mode – Use a line on the wall, real or imaginary, to be used to either hit above or below.

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...*
- Where is your weight after you have hit it?
- How could you hit it harder?



MAKE A MOVE & PLAY

KOKIRITIA TE TĀKARO

SKILL FOCUS

- Throwing
- Catching

COMPLEXITY



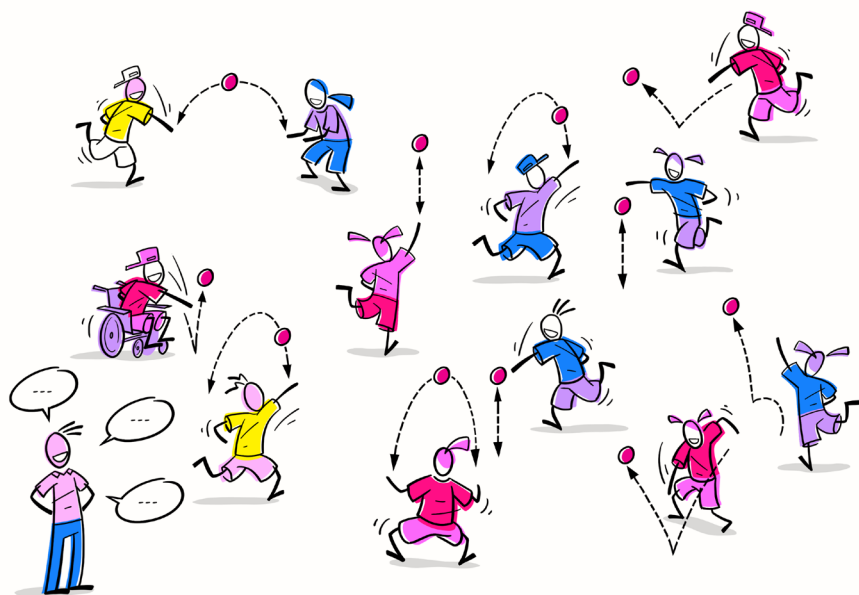
WHAT OTHER SKILLS COULD BE INVOLVED

Running, Hopping, Skipping & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about a bucket shape with their hands when catching.
- Encourage Smashies to think and explore how they move with a focus on balance.
- Encourage Smashies to think about moving in different directions and how they could do this.

SET UP



LET'S PLAY

- Every Smashie has a ball (or bean bag).
- Smashies are to continuously move around the area.
- Instruct Smashies to try different skills with their ball, for example; little catch, bounce and catch, eye level catch, place ball on the ground and pick up.
- Encourage the Smashies to move in different ways while trying the different skills, for example; hopping, skipping or jumping.
- Smashies can join as pairs and work with their partner to bounce and catch the ball between them, this can be done either statically or while moving.
- Be imaginative with movement instructions, for example; move like a frog, move like a rabbit.

EQUIPMENT



Cones, Balls (Small or Large).
Extras - Bean Bags.

TIME



5 minutes on activity.

SMASHIES GROUP



Small or large groups.

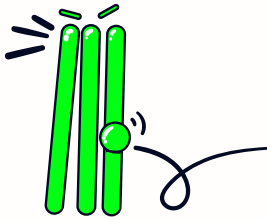
VALUES

(PROMPT THE SMASHIES)



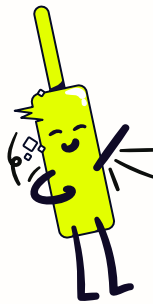
HONESTY PONO

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

- ⊖ Start simple, the ball stays in hand and the Smashie places ball on named body part whilst running around.
- ⊖ Use larger balls or bean bags.
- ⊕ Increase the variety and speed of commands to the Smashies, encouraging quick decision making.
- ⊕ Introduce one-handed catching.

SMASH IT UP



Mission – create a self-challenge, encourage Smashies to count their number of catches without a dropped catch. Receive an **Extra Life** when they get a new high score, next time around if they drop a catch they can keep going.



Boss Battle – Smashies vs Activator / Coach / Whānau / Teacher (timed number of catches).



Arena Mode – Each time the ball is thrown it needs to go higher to make its way over the force field.

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...*
- Is it easier to catch when you are moving or standing still?
- What is the shape of your hands when you catch the ball?



CLEAN UP & PLAY

KOHIKOHI TAKARO

SKILL FOCUS

- Throwing
- Ground Fielding

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

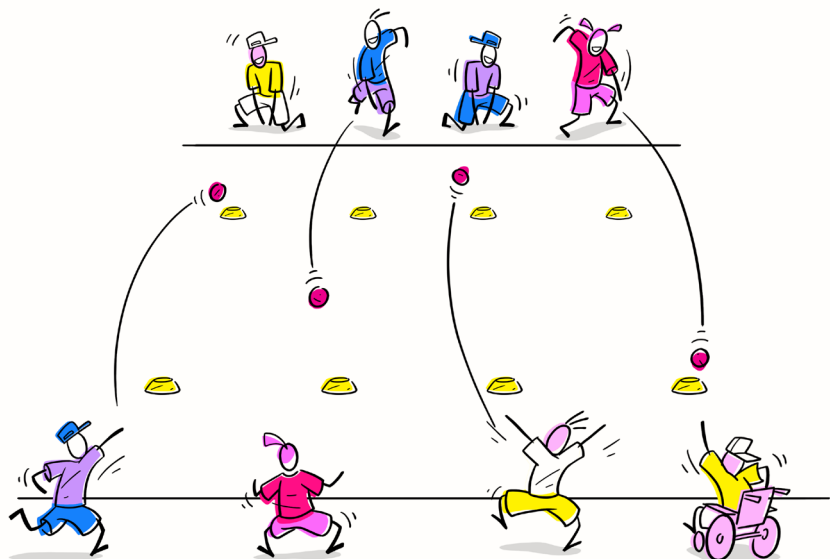
Movement – Catching, Underarm Throwing, Underarm Rolling & Perception Skills.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage the Smashies to make quick decisions to return the ball.

SET UP



LET'S PLAY

- Create two equal teams facing each other, with a dividing zone in-between.
- Divide the rubbish (balls) between the two groups.
- The aim is to throw the rubbish onto the other team's side at any time.
- After a predetermined amount of time, the balls are counted to see who has the least.

EQUIPMENT



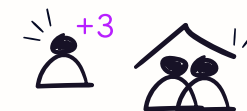
Cones, Balls (Small or Large).

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups (split into 2 groups) or try it at home with someone.

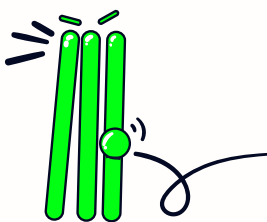
VALUES

(PROMPT THE SMASHIES)



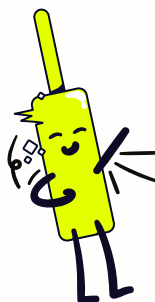
HONESTY PONO

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

- ⊖ To start off call out a specific way to get the ball to the opposite side i.e. rolling on the ground to make it easy, then move on to under arm throwing then over arm throwing.
- ⊕ Introduce a bigger ball and place in the middle of the safe zone, the teams are to try and hit the ball, so it rolls over to the oppositions side.
- ⊕ Encourage teamwork by passing the ball around a set number of times amongst your team before you can throw it to the other side.

SMASH IT UP



Mission – Introduce targets in the dividing zone. If struck these allow for an **Extra Life** (additional balls to throw) or an **Energy Boost** (where a ball becomes untouchable and can't be thrown back).



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



Arena Mode – Dividing zone gets bigger or smaller as play 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...*
- Where are you aiming your throws?
- What throws worked best for you?
- How did you stop the ball?



METEOR SMASH

HAUKURUTIA TE MATAKOKIRI

SKILL FOCUS

- Throwing

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

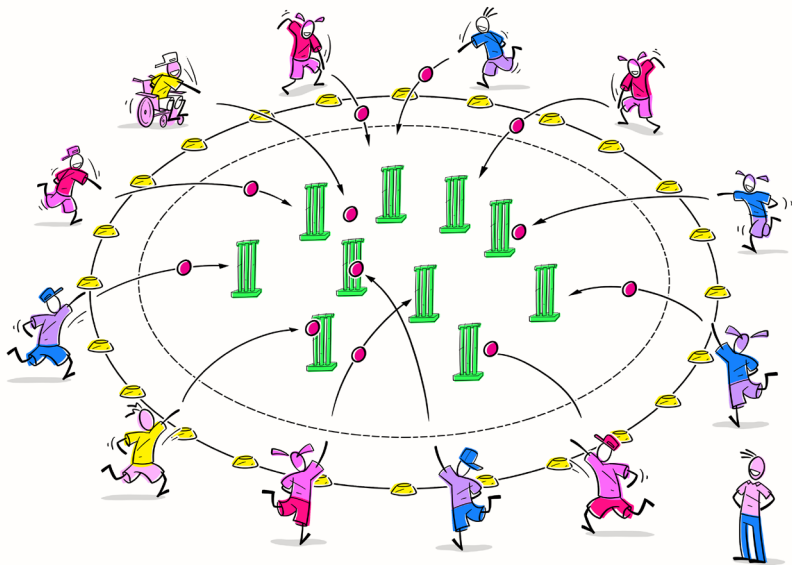
Fielding & Perception Skills.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about how to step towards the target and how to swing / use their arms.
- Encourage Smashies to think about where they are aiming, what about the target could help them focus.

SET UP



*Note: Smashies must always be watching, as balls will come from all different angles. Smashies must not enter the 'no entry zone' for safety reasons.

LET'S PLAY

- Smashies start behind the circle area of cones holding balls and / or bean bags.
- Target wickets are set up scattered throughout the circle at an appropriate distance.
- Smashies throw their ball and try to hit the wickets down.
- Smashies need to watch out for balls coming from all angles (backing up). Once they gather a ball they have another turn at trying to hit the wickets. Play is a continuous process.

EQUIPMENT



Cones, Balls (Small or Large), Wickets, Bats. Extras – Bean Bags.

TIME



5 minutes on activity.

SMASHIES GROUP



Small or large groups (split into two teams).

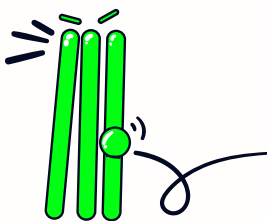
VALUES

(PROMPT THE SMASHIES)



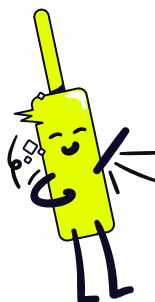
HONESTY PONO

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

- ⊖ Closer distance between the Smashies throwing line and the target wickets.
- ⊖ Use larger balls.
- ⊖ Smashies can underarm roll or throw their ball at the wickets.
- ⊕ Increase the distance between throwing line and target wickets.

SMASH IT UP



Mission – Add in an enemy ball. Knock it out of the circle as an **Energy Boost** to finish the game faster.



Boss Battle – Activators / Coaches / Whānau / Teachers can stand in between the throwing line and wickets and hit the balls away with the bat to protect the wickets.



Arena Mode – Remove wickets from the base, leaving one wicket as the target to hit.

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 was the best way to hold the ball when you throw? Could you hold it differently?
- When could you let go of the ball to throw it further?
- What did you do with your body to try and get the ball to hit the wickets?



SKILL FOCUS

- Throwing
- Ground-Fielding

COMPLEXITY



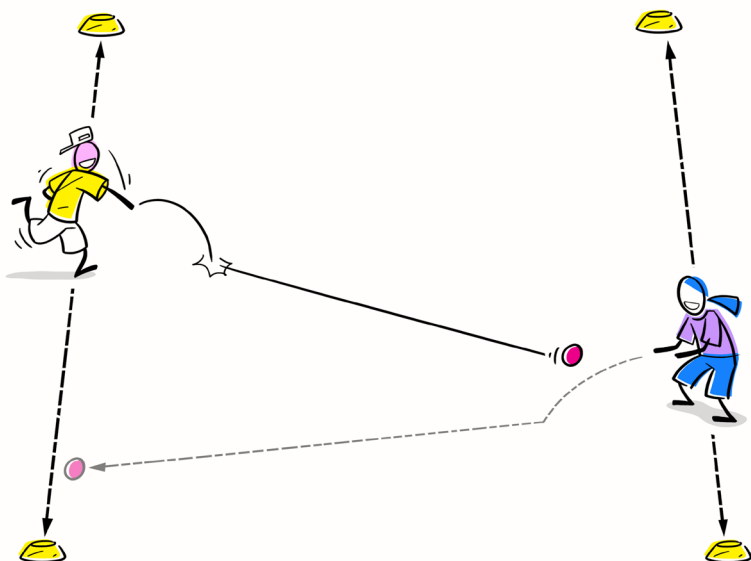
WHAT OTHER SKILLS COULD BE INVOLVED

Movement - Running, Side to Side & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about where the ball is travelling to and how to move to stop it.
- Encourage Smashies to think about what position they need to get into to stop / pick the ball up.
- Encourage Smashies to think about how to step towards the target and how to swing their arms.

SET UP



LET'S PLAY

- Using cones set up a target 'gate' opposite each other.
- Smashies try to roll the ball past their Smashie partner (the gatekeeper) and through the gate.
- The gatekeeper must keep their feet between the cones. It is their task to stop the ball before it goes past them.
- A point is scored if the Smashie rolls the ball and goes past the gatekeeper, and through the gate.
- The ball must be rolled along the ground (one step towards the target is allowed).
- The Smashie then returns the ball as the roller, attempting to score their own point, with the original Smashie becoming the gatekeeper.
- Play to score the most points out of 10 rolls each.

EQUIPMENT



Cones. Balls (Small or Large).

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups (split into pairs or teams) or try it at home with someone.

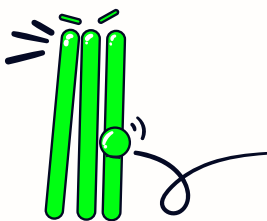
VALUES

(PROMPT THE SMASHIES)



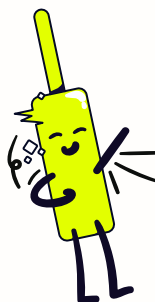
HONESTY PONO

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

- ⊖ Move the gates further away from each other, providing more time to field the ball.
- ⊖ Use larger balls.
- ⊕ Rotate the Smashies to switch opponents.
- ⊕ Add obstacles between the two Smashies.

SMASH IT UP



Mission – Smashies use their non-dominant hand to score double points via an **Energy Boost**.



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



Arena Mode – Widen the gate to create a higher chance of scoring points (but prompt a stronger focus on moving and fielding the ball).

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



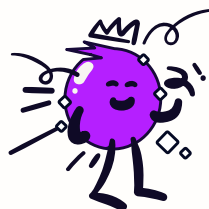
I was OK



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 do you need to do to move to the ball?
- Is it easier to stop the ball with your body low to the ground or high (and why)?
- How can you roll the ball into space?



BATTLESHIP CHALLENGE

WERO O TE WAKA RIRI

SKILL FOCUS

- Catching
- Throwing

COMPLEXITY



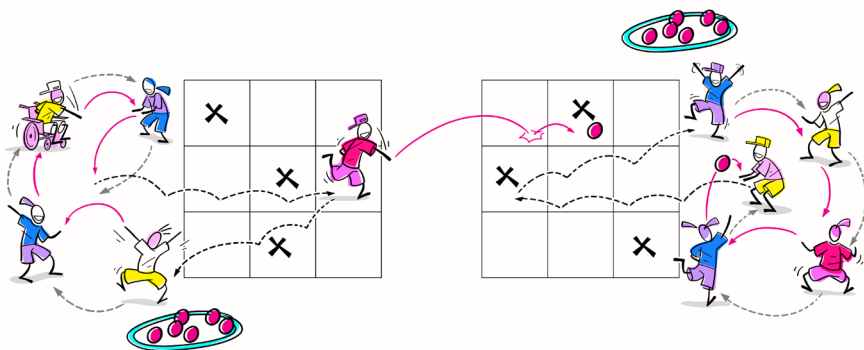
WHAT OTHER SKILLS COULD BE INVOLVED

Movement – Running, Walking & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about how to step towards the target and how to swing their arms.
- Encourage Smashies to think about the speed of their throw for closer or further away targets.
- Encourage Smashies to think about a bucket shape with their hands when catching.

SET UP



*Note: Two teams of Smashies, each team has a grid of 9 squares. In between the grids there is a space called the "Forbidden Ocean". There is a hoop containing tennis balls at each end of the game arena.

LET'S PLAY

- Before the game begins, each Smashie team must draw their 3 ships on a paper grid replica. Paper grid is handed in to game leader.
- When the game begins, each Smashie team must form a circle (standing at least an arm's distance), with the "Super Smashie" standing in the middle of the circle.
- The Smashie team must each throw and catch the ball until it has been touched by all, ending with the Super Smashie.
- If the ball is dropped then the throwing / catching starts again.
- When all catches are completed, the Super Smashie makes their way up to the edge of the "Forbidden Ocean" and tosses the ball into the oppositions grid.
- Wherever the ball bounces that grid has been "attacked". If there is a ship on that grid, the game leader shouts out "ship sunk!".
- The first team to sink all 3 enemy ships is the winning team.
- As the Super Smashie tosses the ball into the grid, all other Smashies rotate around the circle, with a new Super Smashie in the middle of the circle.

EQUIPMENT



Cones, Balls (Small or Large), Bean Bags, Paper & Pen.

TIME



10M
10 minutes on activity.

SMASHIES GROUP



Small or large groups (split into pairs or teams) or try it at home with someone.

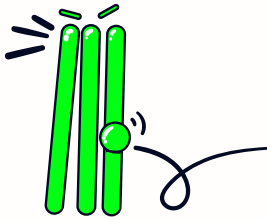
VALUES

(PROMPT THE SMASHIES)



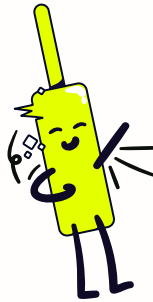
HONESTY PONO

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

- ⊖ The ball can be rolled around the circle, rather than thrown.
- ⊕ Make the circle wider, increasing the distance to be thrown between Smashies.
- ⊕ Introduce one-handed catching, or use of non-dominant hand.

SMASH IT UP



Mission – Introduce a bonus square (chosen by the game leader). If the square is attacked this creates an **Extra Life** (the next dropped catch is allowed).



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



Arena Mode – Make the ocean wider or the squares smaller or larger 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 of aiming at a target when you are throwing?
- How would you throw the ball to make it easier for your teammates to catch it?
- Can you describe what you could do to make it easier to throw the ball further?



SMASHIES SHUFFLE

HAUKURUTIA TE KOKIRI

SKILL FOCUS

- Throwing

COMPLEXITY



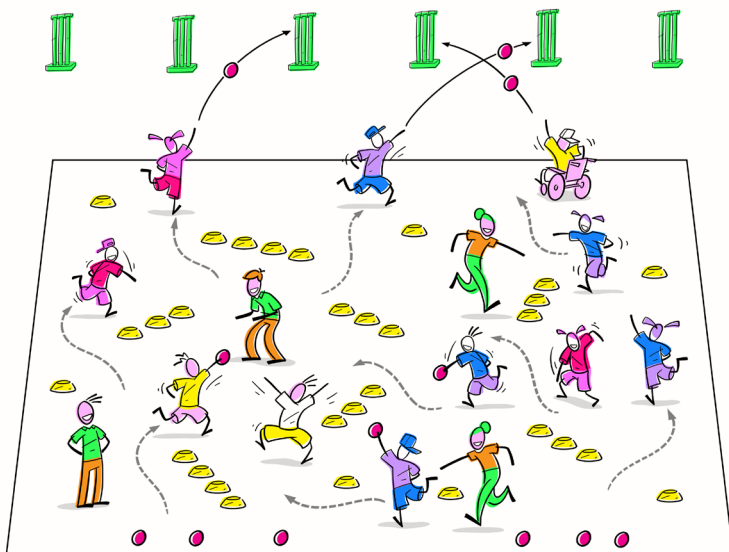
WHAT OTHER SKILLS COULD BE INVOLVED

Movement – Walking, Running, Jumping, Hopping, Evading & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think and explore how they move, with a focus on balance.
- Encourage Smashies to think about moving in different directions, and how they could do this.
- Encourage Smashies to think about how to step towards the target when they throw.

SET UP



*Note: This also shows the inclusion of whānau joined in as taggers.

LET'S PLAY

- Lay out cones or other objects randomly within a marked out square.
- Set up target wickets an appropriate distance away from one side of the square.
- Smashies collect balls or bean bags from one side moving through the square without touching the cones, and then try to knock down the wickets on the other side.
- If Smashies touch a cone, they have to return to the start and begin again.
- Smashies can self-score - 1 point if they make it to the end of the square without touching a cone, 2 points if they can make it through the cones and also hit the wickets at the end.
- Have Whānau as helpers field the balls being thrown at the wickets.

EQUIPMENT



Cones, Balls (Small or Large), Wickets.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups.

*Note: This is a great way to get whānau to join in and be taggers as well as field the balls being thrown at the wickets.

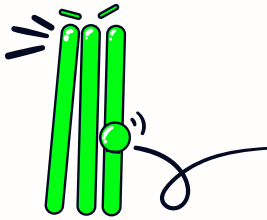
VALUES

(PROMPT THE SMASHIES)



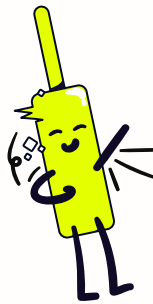
HONESTY PONO

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

- ⊖ Make the throwing distance shorter.
- ⊖ Have fewer cones or other objects to move through.
- ⊖ Use larger balls.
- ⊕ Incorporate different ways to move through the square, such as hopping, skipping, walking backwards.
- ⊕ Add throwing in the air/catching yourself as Smashies make their way through the cones or other objects.

SMASH IT UP



Mission – Introduce gates of cones as portals to run through for a Smashie to gain an **Extra Life**. Once through the gate the Smashies can't be tagged.



Boss Battle – Activators / Coaches / Whānau / Teachers to act as taggers, sending Smashies back to the start line if tagged.



Arena Mode – Smashies work in pairs to make their way through the square while throwing the ball to each other.

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...*
- How did you avoid the cones and taggers to get through to the other side?
- What was the best way to hold the ball when you throw/bowl? Could you hold it differently?
- What did you do with your body to try and get the ball to hit the wickets?
- How do you need to bowl if the target is further away or closer?



SUPERRIVER CATCH

KAPOHIA TE AWA NUI

SKILL FOCUS

- Catching

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

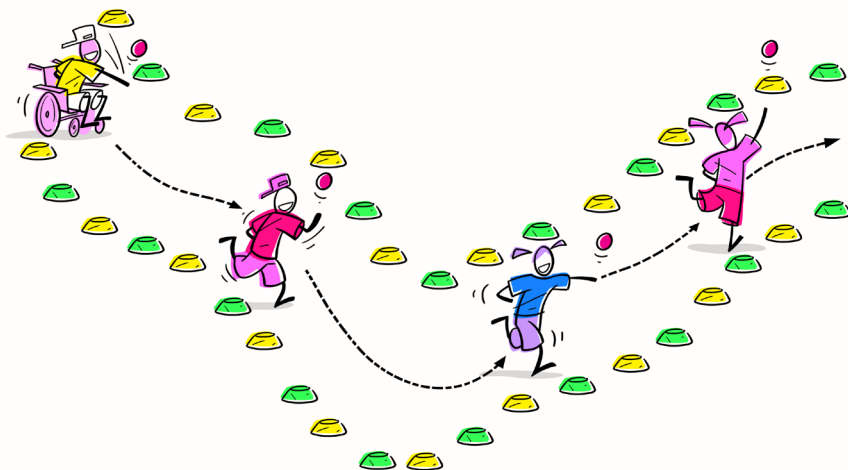
Movement – Walking, Running, Hopping, Jumping, Landing. Underarm Throwing, Balancing & Perception Skills.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about a bucket shape with their hands when catching.

SET UP



*Note: Create the shape of a colourful river (similar to a river-ride) using cones.

LET'S PLAY

- All Smashies to walk through the "river ride" throwing their ball in the air and clapping in a progressive pattern (starting with zero claps to make a catch, then moving to one, two etc).
- Self-challenge catches made (count the number of catches) or self-challenge to the highest number of claps.

EQUIPMENT



Cones, Balls (Small or Large).
Extras - Bean Bags.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups, or try it at home with someone.

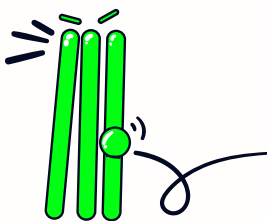
VALUES

(PROMPT THE SMASHIES)



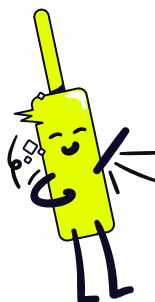
HONESTY PONO

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

- ⊖ Bean Bags or smaller / larger sized balls.
- ⊕ Pairs: one Smashie throws it up and the other has to move to the ball whilst also clapping.
- ⊕ Addition of obstacles such as dots, cones, which Smashies are not allowed to touch / stand on. Creation of a rapid area where Smashies walk faster or move differently.
- ⊕ Smashies on opposite sides of the river, have to throw across to their partner over the other side.
- ⊕ Make a narrow point in the river - where Smashies jump across (throwing the ball before they jump, and making the catch on the other side).

SMASH IT UP



Mission – Make it through the river throwing and catching the ball all the way. Have a portal gate of cones the Smashies have to walk or run through. If they move through the portal they are allowed an **Extra Life** (free drop) to complete the Mission.



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



Arena Mode – Parts of the river become narrower 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...
- Where should your hand be when we catch?
- Show your eyes to the ball
- How quietly can you catch the ball?



BUILD A BRIDGE

HANGA TE PIRITI

SKILL FOCUS

- Catching
- Throwing

COMPLEXITY



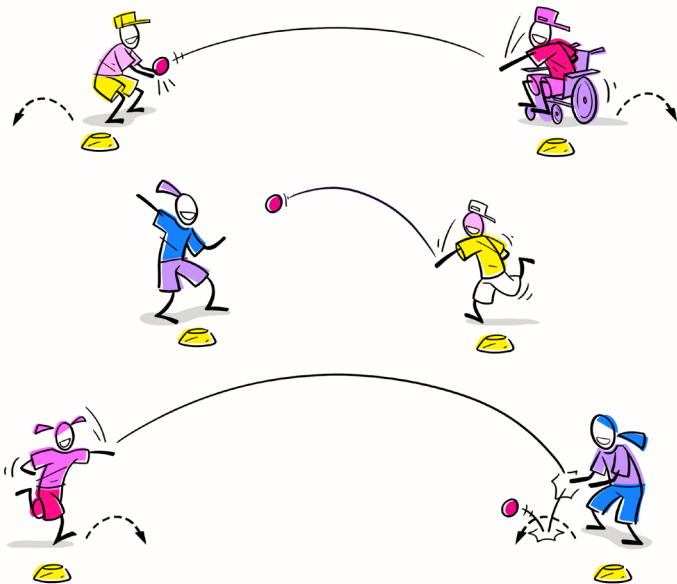
WHAT OTHER SKILLS COULD BE INVOLVED

Movement – Running & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about a bucket shape with their hands when catching.
- Encourage Smashies to think where the ball is travelling to and move to take the catch.
- Encourage Smashies to move from underarm to overarm throwing (allow this to happen naturally).

SET UP



LET'S PLAY

- Smashies throw the ball to their partner to make a catch.
- The partner returns the ball back to the first Smashie to make their catch.
- If each catch is completed the Smashies take a step back – with the length of the step decided by the Smashie.
- Each pair chooses their starting point and distance apart.
- Each step back the Smashies take builds a longer bridge.
- If either Smashie drops the ball they must move a step closer to each other (reducing the size of the bridge).
- Each Smashie has a cone which they move as they step, this will illustrate the length of their bridge.

EQUIPMENT



Cones, Balls (Small or Large).

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups (split into pairs or teams) or try it at home with someone.

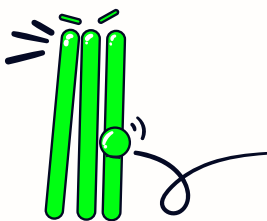
VALUES

(PROMPT THE SMASHIES)



HONESTY PONO

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



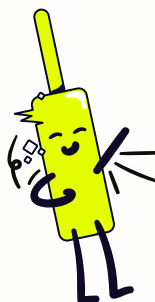
SUPPORT TAUTOKO

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

- ⊖ Roll the ball rather than throw, and step back as a “clean” stop is made.
- ⊖ Progress to catching a bounce pass (one bounce and catch).
- ⊕ Introduce one-handed catching.
- ⊕ Introduce a time limit – see who can create the longest bridge in a set time, or self-challenge to extend the bridge from the previous attempt.

SMASH IT UP



Mission – Set a challenge of a total number of catches for each pair. Once that number is reached, the pair receive an **Extra Life** (don't need to move closer on a dropped ball).



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



Arena Mode – Invisible Forcefield – with each step back and each throw, the ball has to get progressively higher to travel over the growing invisible forcefield.

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 shape you make with your hands to catch the ball?
- How can you as a thrower make catching easier for your partner?
- Can you describe what you could do to make it easier to throw the ball further?



TIC-TAC-TOE CHALLENGE

KOREWHITI

SKILL FOCUS

- Catching
- Throwing

COMPLEXITY



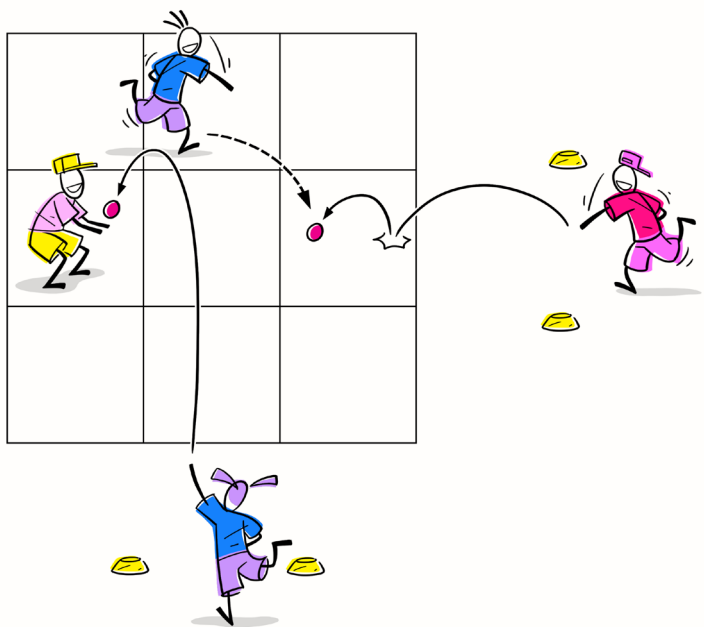
WHAT OTHER SKILLS COULD BE INVOLVED

Movement – Running, Walking & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about a bucket shape with their hands when catching.
- Encourage Smashies to think where the ball is travelling to and move to take the catch.

SET UP



LET'S PLAY

- Set up a line 10 paces away from the edge of the 9 square "box" which is the throwing line.
- Set up a line 5 paces from the edge of the box either off to the side, or on the opposite side, which is the "catchers" line.
- One Smashie partner throws or lobs the ball towards the box, with their team-mate running into the box to try to catch the ball.
- If the ball is caught before it bounces, then the Smashie team can claim the square in which the catch is made, placing their coloured cone in the square.
- The other Smashie team then attempts their first throw and catch, with turns alternating between the teams.
- The goal is to create a line of three squares in a row – noughts and crosses.

EQUIPMENT



Cones, Balls (Small or Large).
Extras - Bean Bags.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups (split into pairs or teams) or try it at home with someone.

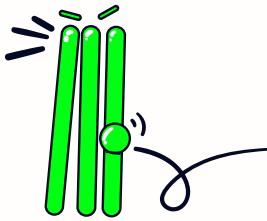
VALUES

(PROMPT THE SMASHIES)



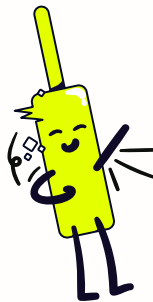
HONESTY PONO

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

- ⊖ Have the catcher waiting in the square which they wish to try and claim.
- ⊖ Utilise bean bags instead of a ball.
- ⊖ Bring the throwing line closer.
- ⊕ Vary the start position of the catchers so they have to move from a different side or even from where the throw is made (so that they take an over the shoulder catch).
- ⊕ Move the throwing line further away.
- ⊕ Introduce hitting a ball from the throwing line.

SMASH IT UP



Mission – Catch with one hand and the Smashie team gets an **Extra Life** (they can take the immediate next turn).



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



Arena Mode – Make the squares smaller or bigger 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 shape of your hands when you catch the ball?
- How would you throw the ball to make it easier for your teammate to catch it?



SKILL FOCUS

• Underarm Throwing

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

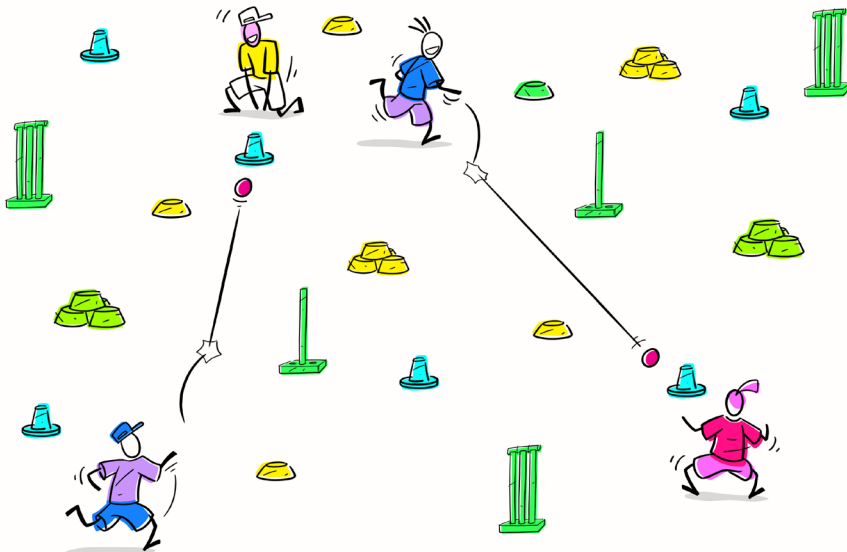
Movement – Running, Walking, Perception Skills & Fielding.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about how to step towards the target and how to swing their arms.
- Encourage Smashies to think about where they are aiming. What about the target could help them focus.

SET UP



LET'S PLAY

- Create a colourful environment of targets using space as required.
- Targets are spaced at a range of distances to cater for different abilities within the group.
- Smashies are to work in pairs, with one Smashie rolling the ball towards the first target, and the second Smashie waiting behind the target gathers the ball. The ball gatherer then rolls from the first target towards a second target of their choice.
- Each target hit scores a point.
- The ball must be rolled along the ground with one step towards the target allowed.
- The game can be timed to find a winner, or played twice to allow self-challenge for Smashie pairs.

EQUIPMENT



Cones or Other Targets.
Balls (Small or Large).

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups (split into pairs or teams) or try it at home with someone.

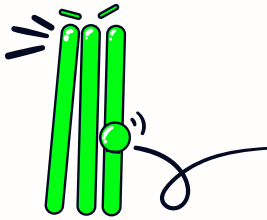
VALUES

(PROMPT THE SMASHIES)



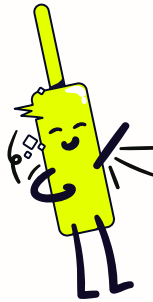
HONESTY PONO

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

- ⊖ Make the targets larger and / or make distances smaller.
- ⊕ Make it a race, introducing running and speed (how many targets can you hit in one minute).

SMASH IT UP



Mission – Use non-dominant hand for an **Energy Boost** and points are doubled.



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



Arena Mode – Make the arena smaller (remove targets) or bigger (add targets) as the game progresses. Add in obstacles between targets.

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...*
- How did you throw the ball when targets were closer to you?
- What body parts did you use more to roll the ball at a target that was further away from you?
- Did the ball travel faster in the air or on the ground?
- What shape did you make with your body to stop the ball?



SUPER STARS

NGĀ WHETŪ RONGONUI

SKILL FOCUS COMPLEXITY

- Throwing
- Overarm Bowling



WHAT OTHER SKILLS COULD BE INVOLVED

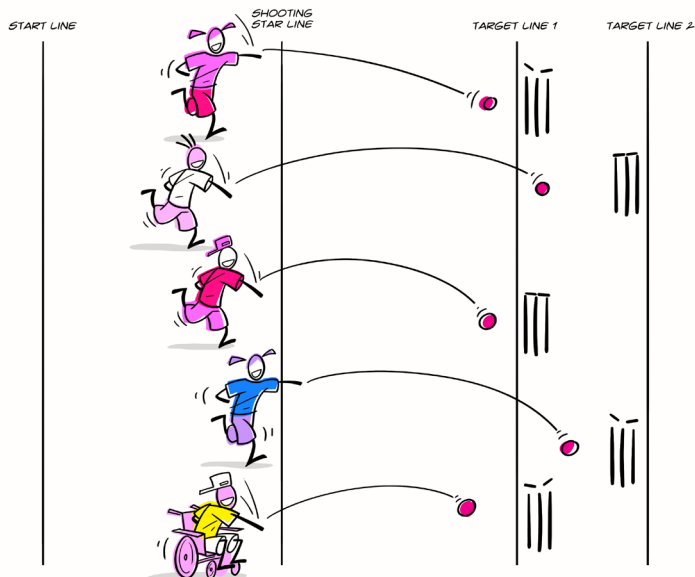
Movement – Walking, Running, Hopping, Jumping, Landing & Perception Skills.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about what a STAR shape should look like.
- Encourage Smashies to think about what bowling with a straight arm might look or feel like.

SET UP



LET'S PLAY

- Smashies start holding a ball at a start line with another line 5-10 metres away and two target lines or objects beyond that.
- On the call of 'go' Smashies can move forward towards the next line.
- Shout 'super' to get the Smashies to jump into a side-on 'star shape' with the ball in their outside hand and other hand facing forward.
- If any Smashies do not get into a star shape within the allocated time they go back to the start line.
- Once they reach the Shooting Star line, they jump into a star shape and shoot their star (the ball) with a straight arm (call out 'shooting star' for the Smashies to know when to release the ball).

EQUIPMENT



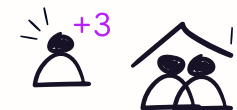
Cones, Balls (Small), Wickets.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or Large (split into groups of three - if groups are too large) or try it at home with someone.

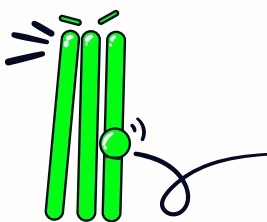
VALUES

(PROMPT THE SMASHIES)



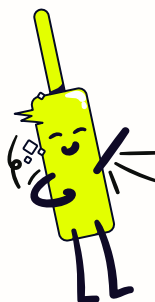
HONESTY PONO

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

- ⊖ Start with players on the shooting star line for their first go already in a star shape - reduce the distance to the target line. Start at walking pace. Give the kids more time to adopt a star shape.
- ⊖ Set up some cone 'gates' for the ball to pass through on the target lines to gain points.
- ⊕ To challenge the Smashies get them running/hopping over cones and landing in a star shape.
- ⊕ Increase the distance between bowling and target line.
- ⊕ Decrease the distance between the target lines where the ball has to bounce.

SMASH IT UP



Mission – Work as a pair to get “x” consecutive balls into the target zone. Receive an **Energy Boost** of extra points when this is achieved.



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



Arena Mode – An invisible forcefield is dropping from the sky. All Smashies have to bowl the ball at a lower trajectory to miss the forcefield.

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 ball?
- Where is the best place to let the ball go?
- How can you make the ball go faster/slower?
- What are you looking at?



FIREBALL SMASH

HAUKURU TE POI AHI

SKILL FOCUS

- Bowling

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

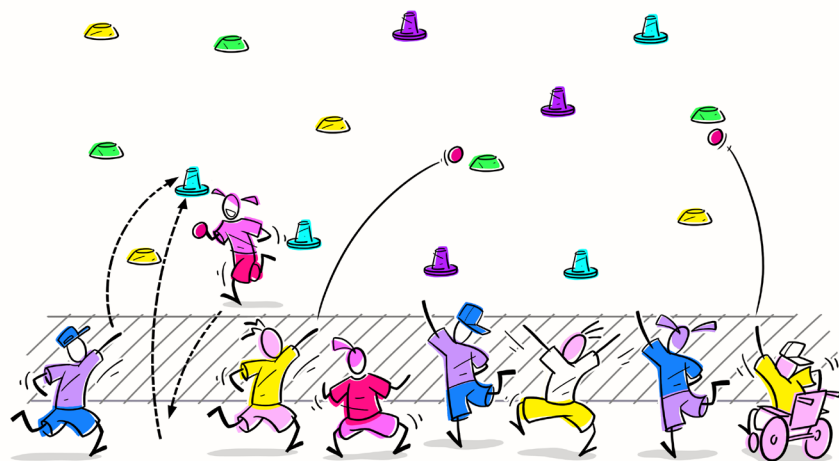
Throwing, Perception Skills & Decision Making.



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.

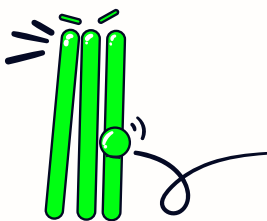
VALUES

(PROMPT THE SMASHIES)



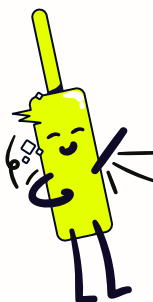
HONESTY PONO

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



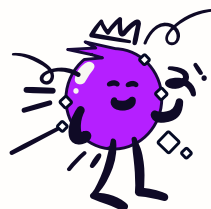
I was OK



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?



BOWLING BLAST OFF

EPANA TAUMĀHEKEHEKE

SKILL FOCUS

- Bowling

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

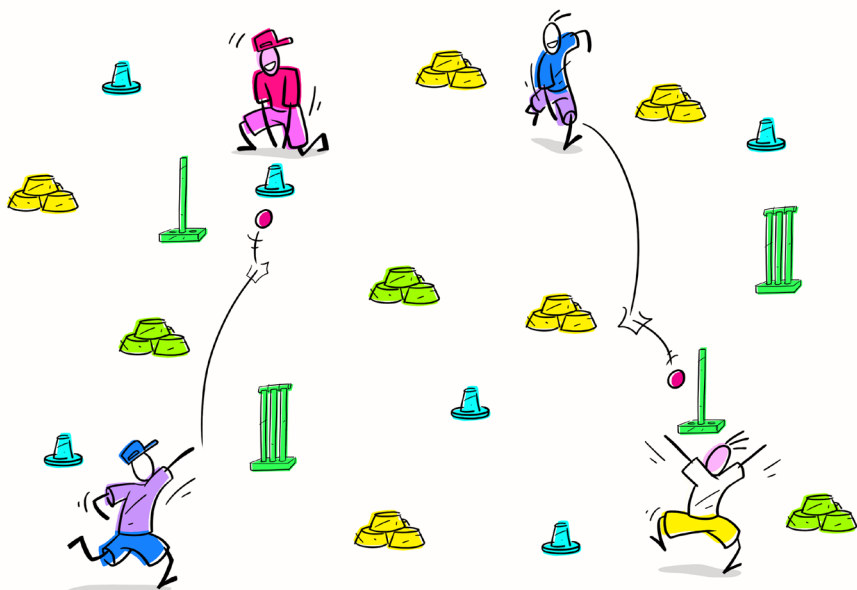
Movement – Running, Walking, Jumping, Landing, Fielding & Perception Skills.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about what bowling with a straight arm might look or feel like.
- Encourage Smashies to think about where they are aiming. What about the target could help them focus.
- Encourage Smashies to think about what they could do with their front arm.

SET UP



LET'S PLAY

- Different targets are spaced at a range of distances to cater for different abilities within the group.
- Smashies work in pairs - one bowling towards a target of their choice. The Smashie partner has to be behind the target to stop the ball (replicating a wicketkeeper).
- Each target hit scores a point.
- The game can be timed to find a winner or played twice to allow self-challenge for Smashie pairs.

EQUIPMENT



Cones, Balls (Small or Large).
Wickets, Extras - Other Targets.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups (split into pairs or teams) or try it at home with someone.

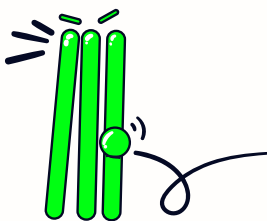
VALUES

(PROMPT THE SMASHIES)



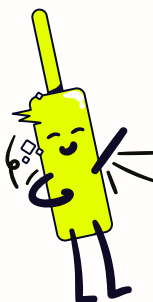
HONESTY PONO

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

- ⊖ Make the targets larger and / or make distances smaller.
- ⊖ Allow underarm bowling with a step towards the target.
- ⊕ Make it a race, introducing running and speed (how many targets can you hit in one minute).
- ⊕ Encourage decision making with different coloured cones. Call out a colour for Smashies to bowl towards.

SMASH IT UP



Mission – Achieve an **Energy Boost** by hitting the target on the first bounce to get double points.



Boss Battle – Smashies vs Activators / Coaches / Teachers / Whānau. (Who scores the most points).



Arena Mode – Make the arena smaller (remove targets) or bigger (add targets) as the game progresses. Add obstacles as an extra challenge.

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 of aiming at a target when you are bowling?
- Why does it help to keep your arm straight when you are bowling?
- Should the ball come out of your fingers or the palm of your hand when you are bowling?
- How do you need to bowl if the target is closer or further away?



SKILL FOCUS

- Bowling
- Catching

COMPLEXITY



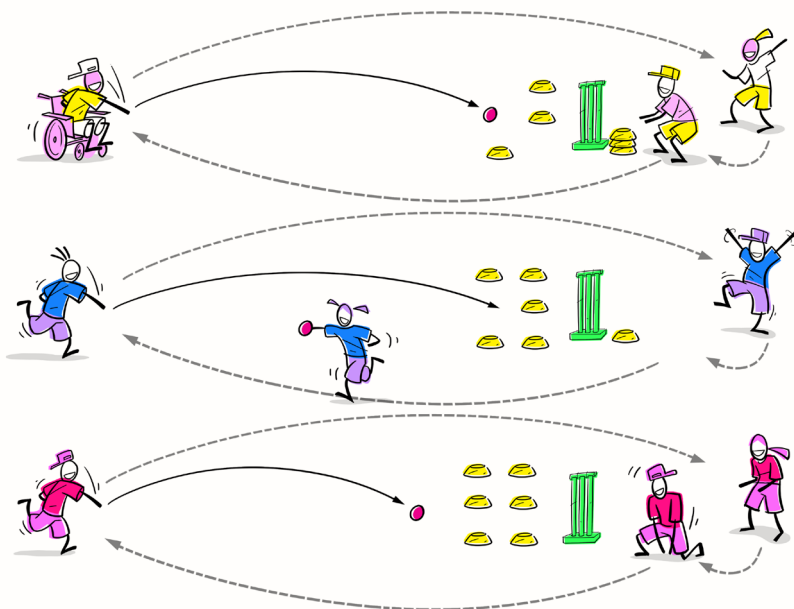
WHAT OTHER SKILLS COULD BE INVOLVED

Movement – Walking, Running, Jumping, Landing & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about what bowling with a straight arm might look or feel like.
- Encourage Smashies to think about where they are aiming, what about the target could help them focus.
- Encourage Smashies to think about what they could do with their front arm.

SET UP



LET'S PLAY

- One Smashie starts as the bowler and one as the wicketkeeper (with three in a team, start with two Smashies in one of the positions).
- Smashies are bowling to hit the cones laid out in front of the wickets.
- Once the Smashie bowls, they run towards the wicket to fill the role of wicketkeeper for the next bowl.
- The wicketkeeper Smashie fields the ball then runs to the other end to be the bowler.
- When a cone is hit, it is placed on the wickets.
- Play for a time limit, the team with the most cones wins. Or play for self-challenge to reach a certain number of cones.

EQUIPMENT



Cones, Balls, Wickets.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups (split into teams of two or three).

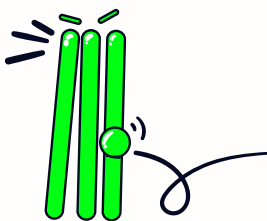
VALUES

(PROMPT THE SMASHIES)



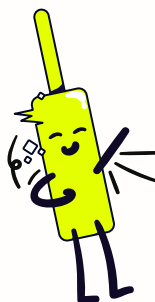
HONESTY PONO

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

- ⊖ Make it easier by bowling from a stationary star shape to begin.
- ⊖ Decrease distance between bowling line and wickets.
- ⊖ Have more cones to hit, or use a larger ball.
- ⊕ Increase distance between bowling line and wickets.
- ⊕ Challenge the Smashies by increasing the variety of cone positions in front of the wickets.
- ⊕ Extend to having a run up to bowl (rather than stationary bowling).

SMASH IT UP



Mission – If a cone is hit on the full, receive an **Energy Boost**, and two cones can be removed.



Boss Battle – Smashies vs Activators / Coaches / Teachers / Whānau. (Who scores the most points).



Arena Mode – Introduce a distance marker (individualised for each team / pair) that each bowl must bounce after. If the bowl doesn't meet the distance marker, then a target cone is placed back in the target area.

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 of aiming at a target when you are bowling?
- Why does it help to keep your arm straight when you are bowling?
- Should the ball come out of your fingers or the palm of your hand when you are bowling?
- How do you need to bowl if the target is further away or closer?



HOOP SMASH

HAUKURUTIA TE POROHITA

SKILL FOCUS

- Throwing
- Ground Fielding

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

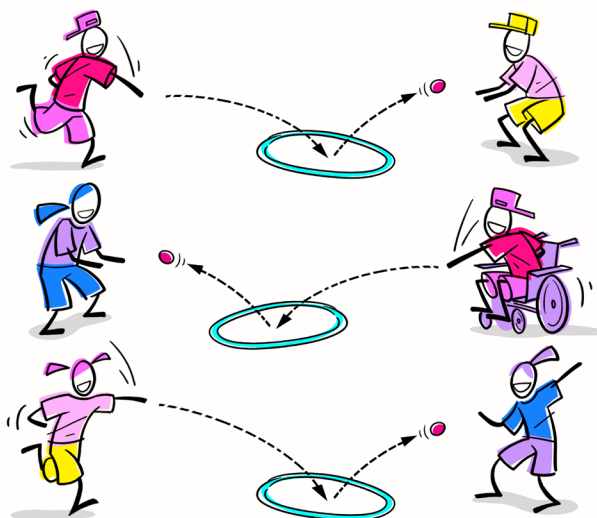
Movement – Walking, Running, Jumping, Landing & Throwing.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think how far away they should be from the hoop when bowling and / or catching.
- Encourage Smashies to bowl down into the hoop hard.

SET UP



*Note: Hoop or small circle of cones between each Smashie. Smashies decide how far from the hoop they stand.

LET'S PLAY

- Bowl the ball **HARD** down into the hoop to make it bounce high.
- Partner catches and returns (they can move closer).
- A point is scored when the ball hits the ground without being caught.

EQUIPMENT



Cones, Balls (Small or Large), Hula Hoops.

TIME



5 minutes on activity.

SMASHIES GROUP



Pairs or try it at home with someone.

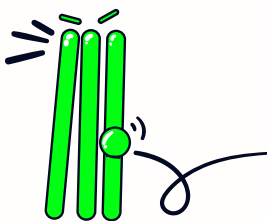
VALUES

(PROMPT THE SMASHIES)



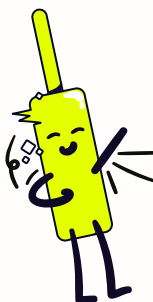
HONESTY PONO

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

- ⊖ Throw the ball into the hoop.
- ⊕ Work as a pair challenging other pairs – first to 10. To do this introduce a line of cones far enough back for each pair so that the ball has to be bowled hard to bounce that distance.
- ⊕ Introduce objects for movement – jumping over cones before bowling.
- ⊕ Bowl the ball into the hoop / cone and have the Smashie partner catch it with one hand.

SMASH IT UP



Mission – Challenge the Smashie pairs to catch as many catches as possible in a set amount of time. Once a Smashie pair catch "x" number in a row they gain an **Extra Life** (free drop). This can be individualised for each pair.



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



Arena Mode – Introduce a cone that the ball must travel past on the full. The Smashie partner must stand between halfway between this cone and the hoop and turn to chase and catch the ball to score a point.

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



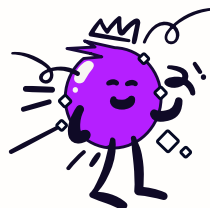
I was OK



I wasn't cooperative / supportive / honest



FIND MORE INFO :)



DON'T FORGET TO ASK THE SMASHIES



- Reinforce the positive: *I Like the way you...*
- How do you get the ball to bounce high?



SKILL FOCUS

- Running
- Perception Skills

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

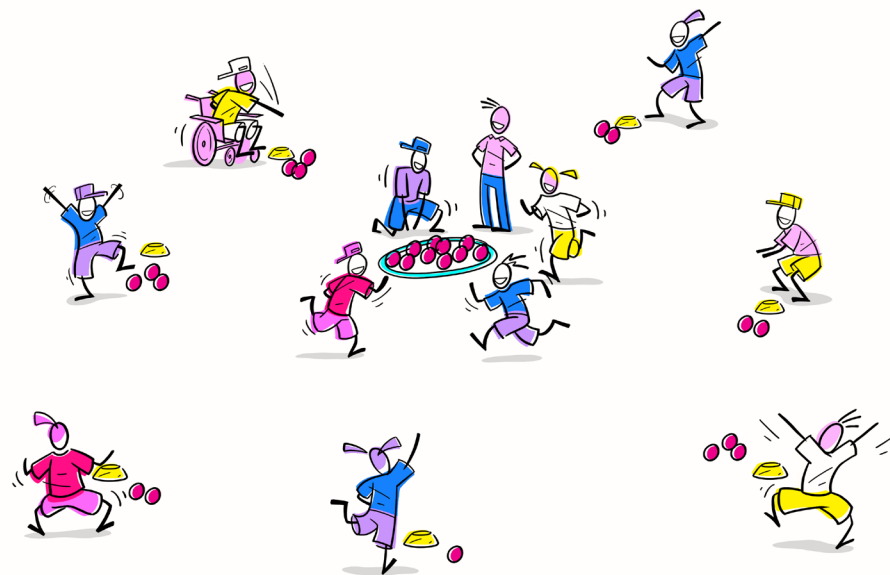
Underarm Rolling & Underarm Throwing.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to get low when picking the ball up off the ground.

SET UP



*Note: Ensure the balls are spread out around the hoop to avoid collisions as the kids collect the balls. If group size is large have multiple nest's set up and have Smashies working in pairs.

LET'S PLAY

- In small teams, one at a time, Smashies take turns to steal balls from the middle and return the ball to their cone.
- Once all balls from the middle are taken, teams can steal balls from other cones and return them to their cone.
- The team with the most balls at the end wins.

EQUIPMENT



Cones, Balls (Small or Large).
Extras - Hula Hoops.

TIME



10 minutes on activity.

SMASHIES GROUP



Larger Groups.

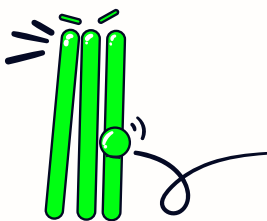
VALUES

(PROMPT THE SMASHIES)



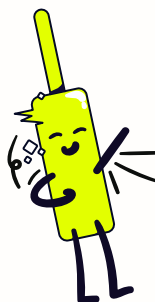
HONESTY PONO

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

- ⊕ The Activator calls out a specific movement and all running Smashies must respond accordingly (running, hopping, jumping, bounding etc.)
- ⊕ Smashies take a ball from the nest and underarm roll, throw or bowl it back to their teammates in the nest.
- ⊕ Designate different points values to different balls/beanbags and watch the Smashies get more competitive and try to work out tactically which balls to take with their left hand or right hand.

SMASH IT UP



Mission – Introduce a set number of different coloured balls. Each pair / team can try to collect all the balls of this colour. Once achieved the team receive an **Energy Boost** of extra points.



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



Arena Mode – Cones for each pair / team can be moved further away from the centre at any stage.

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...
- Get your body low when fielding the ball off the ground.
- What do you need to look out for?
- What can you do to get ready for the ball to be thrown or rolled back?



SMASH TAG PANGA HAUKURU

SKILL FOCUS

- Running
- Throwing
- Ground Fielding

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

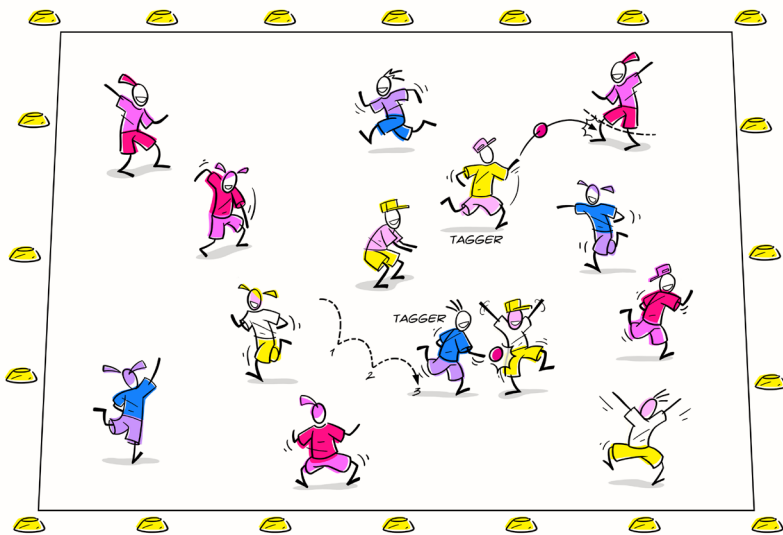
Movement – Running, Walking, Evading, Balance & Perception Skills.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies that are taggers to think about where other Smashies may move to.
- Encourage Smashies to think about how to step towards the tagger to tag with an underarm throw.

SET UP



*Note: When Smashies attempt to underarm throw to make a tag, remind them it must be an underarm throw below knee height.

LET'S PLAY

- Two Smashies start the game as taggers.
- The Smashie taggers start with one ball between them.
- The Smashie taggers job is to tag all other Smashies, by either touching them with the ball in hand, or underarm throwing to make contact below the knee.
- Smashie taggers can only take three steps when they are holding the ball.
- The ball can be thrown between taggers to move around the arena.
- Once a Smashie is tagged, they also become a tagger.
- The game finishes when only one Smashie is left untagged.

EQUIPMENT



Cones, Balls (Small or Large).
Extras - Bean Bags.

TIME



5 minutes on activity.

SMASHIES GROUP



Large group.

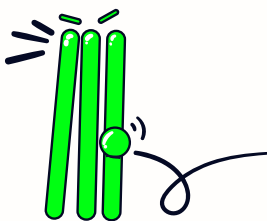
VALUES

(PROMPT THE SMASHIES)



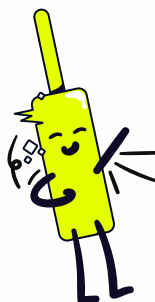
HONESTY PONO

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

- ⊖ Utilise bean bags as an easier option for catching.
- ⊖ Change throwing to rolling along the ground, or catching on the bounce.
- ⊕ Add more taggers from the start of the game, and / or add additional balls.
- ⊕ Split the Smashies into two teams - when a Smashie is tagged, they switch to the opposite team. Whichever team has the most Smashies at the end of a set time limit is the winner.

SMASH IT UP



Mission – If a non-tagger intercepts the ball when it is thrown between taggers, they can choose to release one of the other tagged Smashies back to being non-tagged as an **Extra Life**.



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



Arena Mode – Make the arena smaller 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...
- As a tagging team how can you make it easier to tag the others?



SKILL FOCUS

- Running
- Throwing
- Ground Fielding

COMPLEXITY



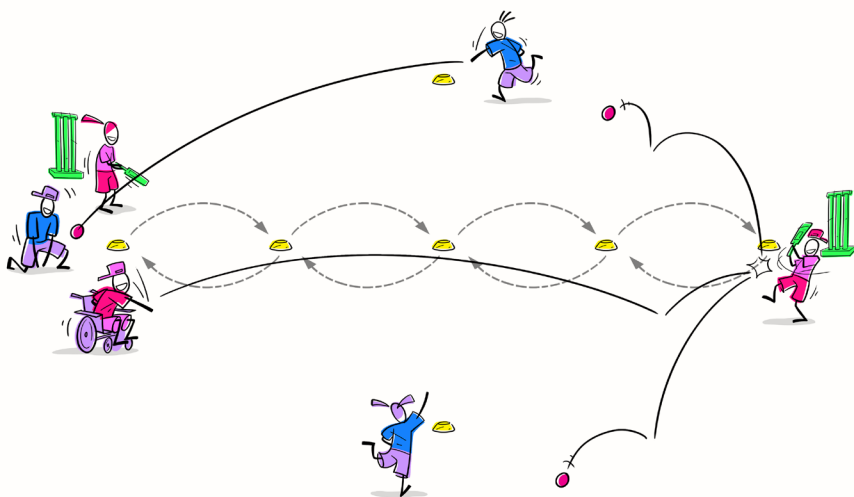
WHAT OTHER SKILLS COULD BE INVOLVED

Movement - Running, Walking, Perception Skills & Fielding.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to say “BOUNCE” when the ball bounces and “HIT” when it hits the bat.
- Encourage Smashies to think about where the ball moves to, where the fielders are and how these could impact how far they choose to run.

SET UP



*Note: Set up a range of cones to represent half the length of a cricket pitch. For example, 1st cone at 5 metres, 2nd at 10 metres, 3rd at 15 metres with a set of wickets at either end.

LET'S PLAY

- Split the Smashies into pairs or teams of 3.
- The Smashie batting team is split to have one Smashie hitting, one Smashie throwing or feeding the ball to their batters and one Smashie at the end of the cones ready to run.
- The Smashie fielding team has a wicketkeeper, and one or two fielders behind a guiding cone (they cannot move in front of this cone until the ball is hit).
- Once the ball is hit, the two Smashie batters must run to a cone of their choice (1st, 2nd, 3rd or the opposite end) and turn from that cone to return to their wickets.
- The fielders must collect the ball and throw to either end to try to run the Smashie batters out.
- If the Smashie batters successfully make it back to the wickets, they score runs equivalent to the cone they ran to (1, 2 or 3).
- Swap roles within the batting team, so that everyone gets a turn in each role.
- Swap teams after 2 to 3 running turns each.

EQUIPMENT



Cones, Balls (Small or Large), Wickets and Bats.

TIME



5 minutes on activity.

SMASHIES GROUP



Small or large group (split into pairs or teams of three).

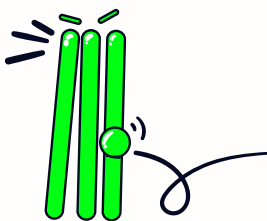
VALUES

(PROMPT THE SMASHIES)



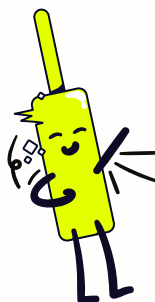
HONESTY PONO

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

- ⊖ Shorten the running distances.
- ⊖ Introduce a boundary – the ball must not cross over the boundary.
- ⊕ Lengthen the running distances.
- ⊕ Smashie batter must call the cone number and both runners must turn at that cone.
- ⊕ Extend team numbers up to 6, with x2 wicketkeepers, x2 fielders on each team and continual swapping of running pairs.

SMASH IT UP



Mission – **Energy Boost**: Each cone has a ball. Each runner has the choice of stopping and picking up the ball, if they choose to do this and make it safely back they score an extra run.



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



Arena Mode – Introduce slalom cones or objects, ladders and hurdles.

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



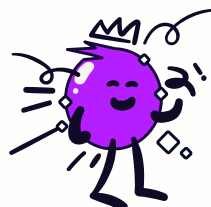
I was OK



I wasn't cooperative / supportive / honest



FIND MORE INFO :)



DON'T FORGET TO ASK THE SMASHIES



- Reinforce the positive:
I Like the way you...
- How do you choose where the best place is to hit the balls before you run?
- How could you make the running distance shorter?
- What can you do to increase the accuracy of your throws?



SMASH THE ENDZONES

HAUKURUTIA TE ROHE MUTUNGA

SKILL FOCUS

- Catching
- Ground Fielding

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

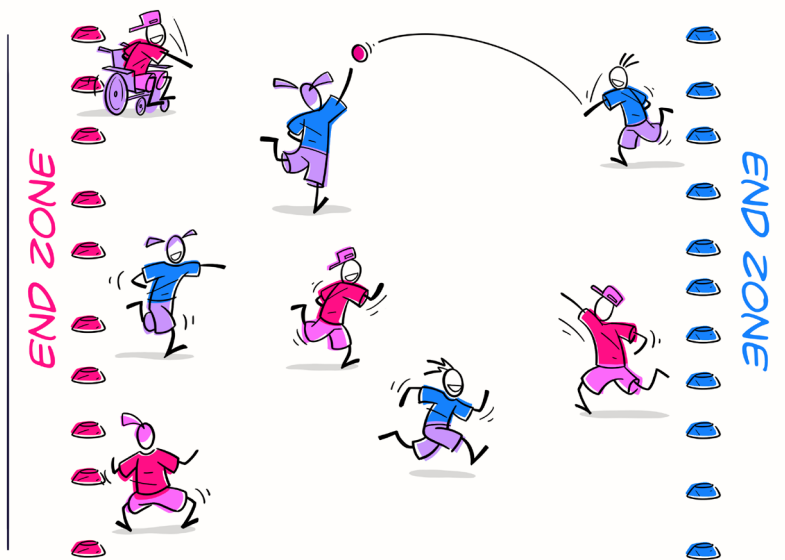
Movement – Running, Walking, Dodging, Underarm Rolling / Throwing & Perception Skills.



THINK QUICK — WHAT TO LOOK OUT FOR

- Teams working together to problem-solve and make decisions. The need to match challenges or mix it up to meet the group and /or individual players needs.

SET UP



*Note: Coned Grid with two "Ends"

LET'S PLAY

- A team works together to get the ball into the End Zone by throwing and catching.
- The ball must be caught before it bounces.
- The catcher cannot move with the ball and must throw it to their teammates.
- If the ball hits the ground or is dropped, turnover.
- Lob in if the ball goes out.
- A point is scored if the ball is caught cleanly in the End Zone.
- Restart from the goal line when a point is scored.

EQUIPMENT



Cones, Balls (Small or Large).
Extras - Bean Bags.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups
(split into pairs or teams).

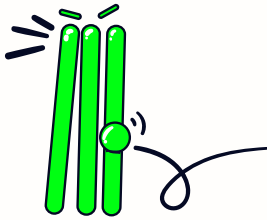
VALUES

(PROMPT THE SMASHIES)



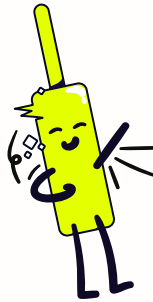
HONESTY PONO

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

- ⊖ Bean Bags or softer / harder, smaller / larger size balls.
- ⊖ The ball can be caught on the bounce (allow for one bounce / two bounces etc as necessary) as well as on the full. No throws above head-height – introducing the need for movement, creation of space.
- ⊕ Set up an exclusion zone – semi-circle (which the ball must be thrown from outside of) with targets for points scoring.
- ⊕ Each throw and catch (pass) scores a point, but these are only tallied when the End Zone catch is made. A team can attempt to build more points or move to the End Zone quickly.
- ⊕ To ensure individuals are catered for – those that are excelling can be challenged with having to complete one-handed catches.

SMASH IT UP



Mission – If a set number of Smashie catchers (e.g. 4 or more) touch the ball in a row then the team receive an **Extra Life** (a catch can be dropped or made on the bounce with no turnover).



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



Arena Mode – Make the endzone smaller as the game progresses or make the arena bigger or smaller.

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 about this game makes catching a challenge?
- What did you do to help you be successful in this game?
- How did you get the ball to the End Zone?



SMASHBACK

HAUKURUTIA KI MURI

SKILL FOCUS

- Catching
- Throwing

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

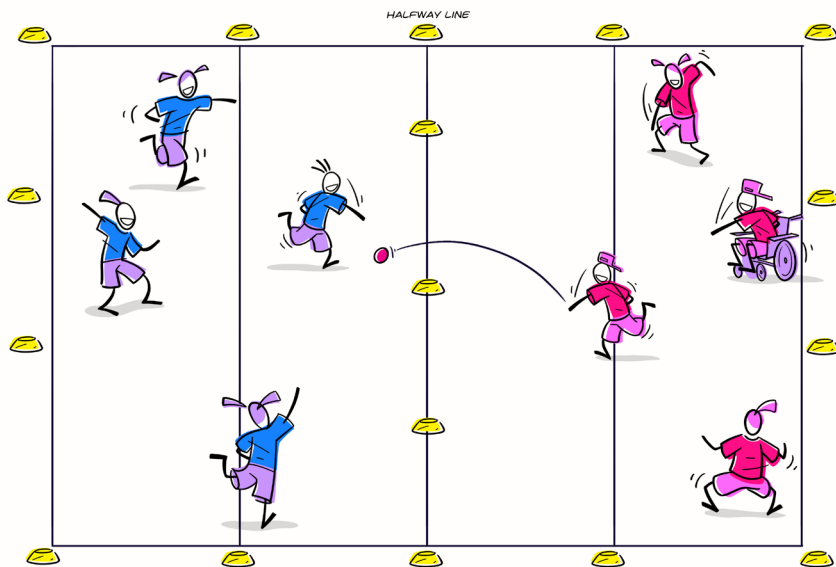
Movement – Walking, Running, Jumping, Balancing, Stopping, Ground Fielding & Perception Skills.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage aiming throws into areas of space.
- Encourage full participation.

SET UP



LET'S PLAY

- Arena is divided into quarters, with a halfway line, a quarter line, and an end line (SmashBack line).
- Smashie Team 1 throws from their quarter line and attempts to move the ball as far down the field as possible.
- Smashie Team 2 move to stop the ball and throw from where the ball comes to a rest.
- If the ball moves over the quarter line of the opposition, a point is scored.
- If the ball moves over the SmashBack line then this is a SmashBack and 5 points are scored.
- If a SmashBack occurs, a restart is made from the quarter line of the non-scoring team.

EQUIPMENT



Cones, Balls (Small or Large).

TIME



5 minutes on activity.

SMASHIES GROUP



Small or large groups (split into pairs or teams).

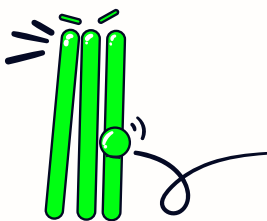
VALUES

(PROMPT THE SMASHIES)



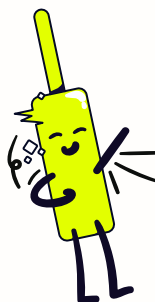
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How could the Smashies be honest when they play this game?



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

- ⊖ On the same playing area have a range of one vs one competitions – allow quick movement between Smashie pairs (i.e. change who they are competing against), so they start to find a Smashie at a similar level.
- ⊕ Challenge a Smashie team to work out a system where each team member touches the ball by throwing to each other.
- ⊕ Increase the challenge by introducing more balls into play.

SMASH IT UP



Mission – If a throw is caught on the full by the Smashie they receive an **Energy Boost** which allows them to move forwards by “x” number of steps before throwing.



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



Arena Mode – Move the SmashBack lines 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 ball when you throw, could you hold it differently?
- When could you let go of the ball to throw it further?
- How can you use your body/arms to throw the ball further?



SKILL FOCUS

- Throwing
- Catching

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

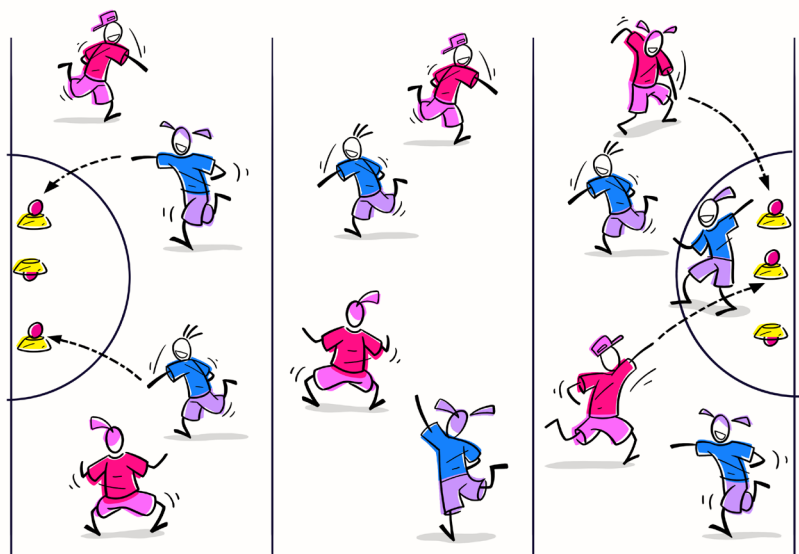
Movement – Walking, Running, Jumping, Balancing, Ball Intercepting, Underarm Rolling, Ground Fielding & Perception Skills.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage teams to problem solve and work together.
- Encourage continual movement between positions to ensure full participation.

SET UP



*Note: Ensure the balls are spread out around the hoop to avoid collisions as the kids collect the balls

LET'S PLAY

- There are three zones: two scoring zones and a middle zone.
- Each scoring zone has a kaitiaki or defender that guards three cones with tennis balls on top. Their job is to stop the attackers from hitting them off with the game ball.
- The ball must be touched by a Smashie in each zone before a team can score.
- Defenders must stay arms length from the opposition.
- A point is scored hitting a ball off the cone in the scoring zone. The ball is placed underneath the cone to indicate it has been hit.
- The team to hit all three targets first, wins.

EQUIPMENT



Cones, Balls (Small or Large).

TIME



10 minutes on activity.

SMASHIES GROUP



Larger Groups
(between 5-10 per group).

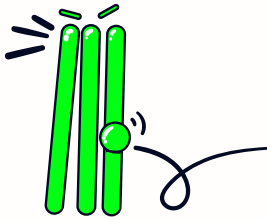
VALUES

(PROMPT THE SMASHIES)



HONESTY PONO

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



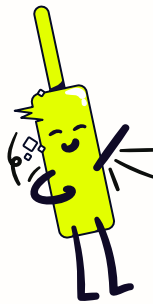
SUPPORT TAUTOKO

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

- ⊖ Increase / decrease number of Smashies per team.
- ⊖ More cones as targets / bigger targets.
- ⊖ Increase the size of the ball.
- ⊕ Accumulate points over a certain time rather than finish with three hits.
- ⊕ Static vs Dynamic - no running with the ball vs allowed to take a few steps.
- ⊕ Introduce more than one ball – either larger or smaller or different size balls within the same game.
- ⊕ No throwing above the head – encouraging movement, creation of channels.

SMASH IT UP



Mission – Introduce a bonus target for the Smashies next to the points targets. If the bonus is hit then an **Energy Boost** of a defender being removed from the defending team until the next point is scored applies (the defender must become an attacker so they are still in the game).



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



Arena Mode – Make the arena smaller or bigger 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...*
- How could you get everyone in your team involved?
- What are some things you can do to try to intercept the ball?
- What ways can you move or throw the ball?



SMASH45

HAUKURU WHA TEKAU MA RIMA

SKILL FOCUS

- Throwing
- Bowling
- Running
- Batting

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

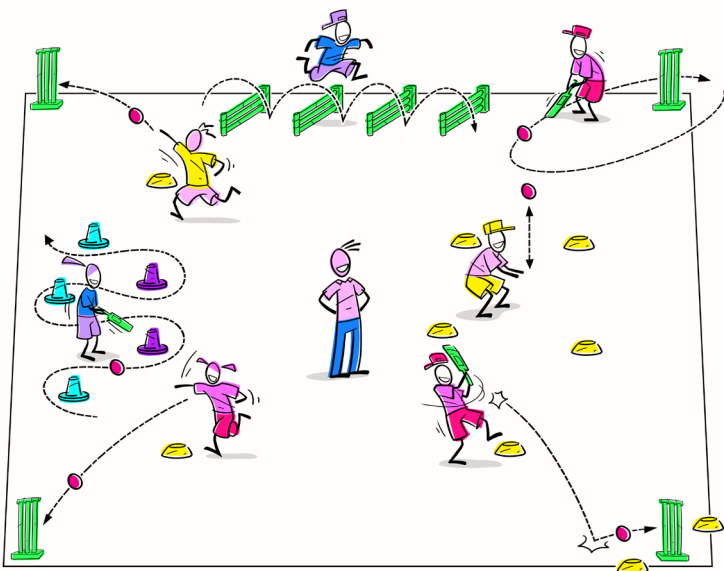
Movement – Jumping, Landing, Evading & Perception Skills.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think and explore how they move in different ways and directions, with a focus on balance.
- Encourage Smashies to think about bucket hands, how they could step towards a target, how they use their arms and how they swing the bat.

SET UP



*Note: Multiple children can be performing an activity at a station.

LET'S PLAY

- Use a variety of equipment to create a skills circuit.
- All Smashies have their own ball and make their way around the circuit at their own pace.
- Get creative and include a range of cricket skills and movement styles.
- Introduce a points element for each part of the circuit (e.g. 1 point per catch, 1 point per target hit, 1 point per hurdle jumped).

Example course:

1. Fundamental Movement Skills – Jump or hop over hurdles.
2. Batting – Using your bat, dribble around the wickets.
3. Catching – Take 5 clap catches.
4. Throwing – Throw at the target.
5. Batting – Hit at the target.
6. Fundamental Movement Skills – Weave through the wickets.
7. Bowling – Bowl at the target.

EQUIPMENT



Cones, Balls (Small or Large), Wickets, Bats.
Extras – Hula Hoops, Ladders, Hurdles.

TIME



10 minutes on activity.

SMASHIES GROUP



Larger group.

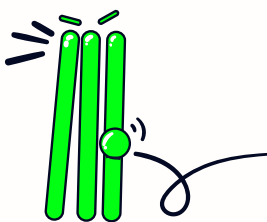
VALUES

(PROMPT THE SMASHIES)



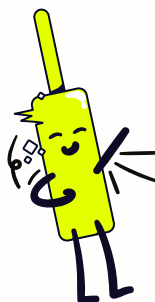
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How could the Smashies be honest when they play this game?



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

- ⊖ Begin by walking through the course without a ball or bat.
- ⊕ Make it a race – Race your partner or the clock.
- ⊕ Make it a relay – Each Smashie is responsible for a specific section of the circuit. Once the first Smashie has completed the first skill, they tag the second and they complete the next skill... and so on. Mix up the allocation of stations so everyone in the relay team tries each station.

SMASH IT UP



Mission – Each Smashie completes the circuit once and makes a self-challenge. If they are successful with the challenge, they can become a Super Smashie who helps design a new activity for all to try.



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



Arena Mode – Smashies to get creative and imaginative in creating extra challenges or obstacles.

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 was your favourite station on the course and why?
- How many different ways did you use your body across all the activities?
- What activities were you most successful at and why do you think that is?