



# SMASH BUCKET BALL

## HAUKURUTIA TE PĀKETE PŌRO

### SKILL FOCUS

- Batting
- Catching
- Throwing
- Stopping

### COMPLEXITY



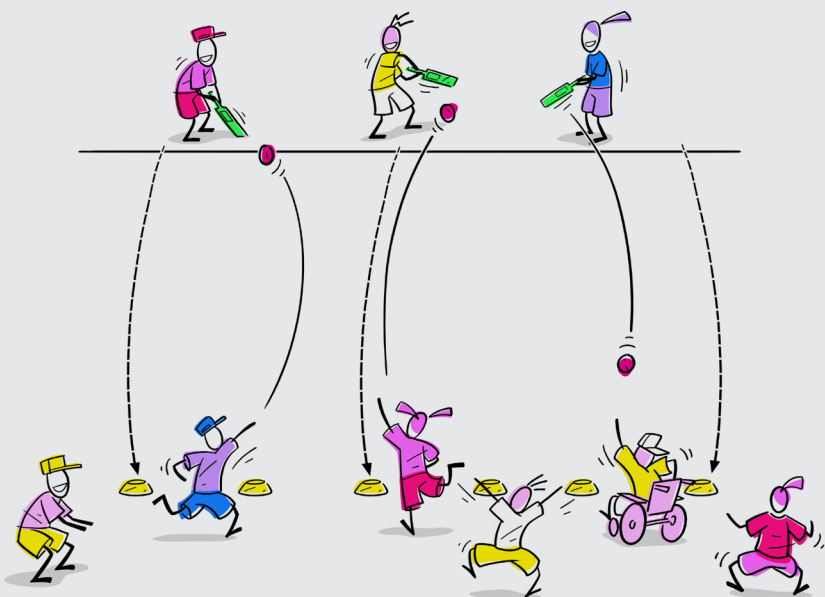
### WHAT OTHER SKILLS COULD BE INVOLVED

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



10M  
10 minutes on activity.

### SMASHIES GROUP



Group split into teams.

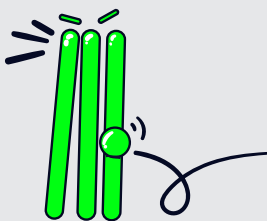
## VALUES

(PROMPT THE SMASHIES)



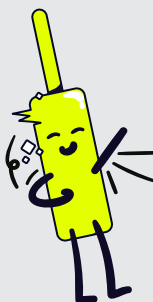
### HONESTY PONO

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



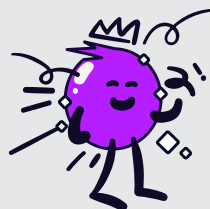
I was OK



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.