

SKILL FOCUS COMPLEXITY • Throwing • Ground Fielding



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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?

LET'S PLAY

- Split Smashies into groups of four. Each Smashie stands on a coned corner, outside of the square.
- The groups of four are split into pairs, diagonally opposite each other, with each pair having one ball between them.
- In the square are target boulders (different sized balls).
- Each square will play as a team against the other square. Smashies throw their balls towards the boulders with the aim to either hit all the boulders out of the square or score the most points by hitting the boulders in the middle.

EQUIPMENT



Cones, Balls (Small or Large).



10 minutes on activity.

SMASHIES GROUP



Small or large groups.





MIX IT UP

- Increase the size of the boulders (use larger balls).
- (f) Increase the number of boulders in the square.
- Decrease the size of the boulders (use smaller balls).

SMASH IT UP

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Mission – **Energy Boost**: Hitting a smaller boulder scores twice as many points as a large boulder.

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

Arena Mode – When all boulders have been hit, the first team to finish is challenged by being given an extra boulder for round two. The team that didn't knock out all their boulders have their number of boulders decreased.

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

l was OK

I wasn't cooperative / supportive / honest









- How did you aim at the boulder?
- · When you were successful, what did you notice?

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