

#### **SKILL FOCUS**

ThrowingGround Fielding

### **COMPLEXITY**

Perception Skills.

WHAT OTHER SKILLS

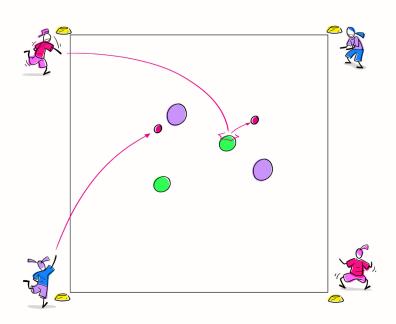
**COULD BE INVOLVED** 



#### 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**



## **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).

#### TIME



10 minutes on activity.

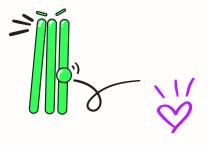
#### **SMASHIES GROUP**



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

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

### **SMASH IT UP**



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



I was OK



I wasn't cooperative / supportive / honest





DON'T FORGET TO ASK THE SMASHIES



- Reinforce the positive: I Like the way you...
- · How did you aim at the boulder?
- When you were successful, what did you notice?

Smash Play - Boulder Smash - Kuru Toka Game Sheet