

## SKILL FOCUS <br> -Batting <br> COMPLEXITY 

WHAT OTHER SKILLS COULD BE INVOLVED
Running \& 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 about how to swing the bat through a full range of motion and how they hold the bat to help this happen.


## SET UP



## LET'S PLAY

- Set up a coned square
- Divide Smashies into pairs.
- Smashies hit the ball backwards and forwards to each other within the square, similar to a tennis rally

Each hit equals 1 point. The points return to 0 when a hit isn't successfully returned.


Cones, Balls (Small or Large), Bats. Extras - Racquet.

TIME


10 minutes on activity.

SMASHIES GROUP


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

## MIX IT UP

$\Theta$ Use a larger ball or bigger hitting implement， i．e．a racquet．
$\Theta$ Smashies to hit the ball rolling along the ground to start．
$\oplus$ Introduce a＂net＂or range of objects between the Smashies，with the ball to bounce before it is hit．
$\oplus$ Have pairs join together with another pair to then create a 2 v 2 rally．

## SMASH IT UP

Mission－ 10 consecutive hits together as a pair gives you an Extra Life．
Boss Battle－Smashies vs Activator／Coach／Whānau／Teacher （timed number of catches）．
Arena Mode－Make the grid smaller to change up the challenge．

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\section*{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


\section*{－Reinforce the positive：}

I Like the way you．．．
－What balls were the easiest to hit back to your partner？
－How can you make the rally last longer？```

