Genesis SMASH PLAY
JUNIOR — TAMARIKI

WATCH MY VIDEO :)

BUILD A BRIDGE
HANGA TE PIRITI

SKILL FOCUS
- Catching
- Throwing

COMPLEXITY

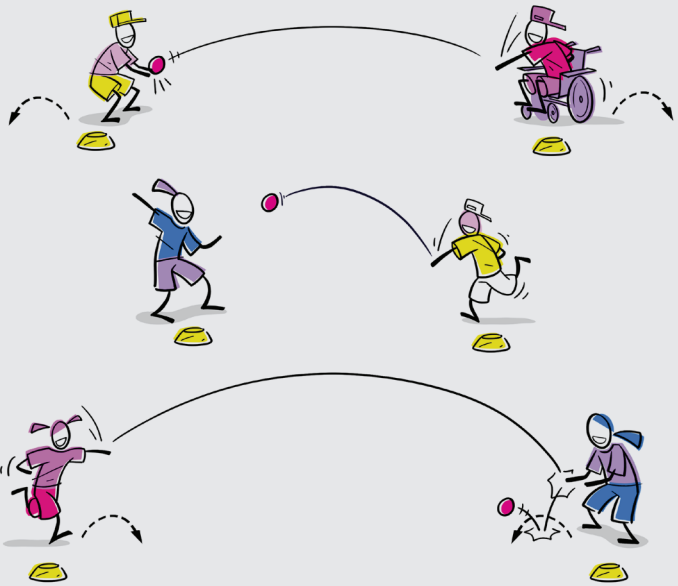
WHAT OTHER SKILLS COULD BE INVOLVED

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.

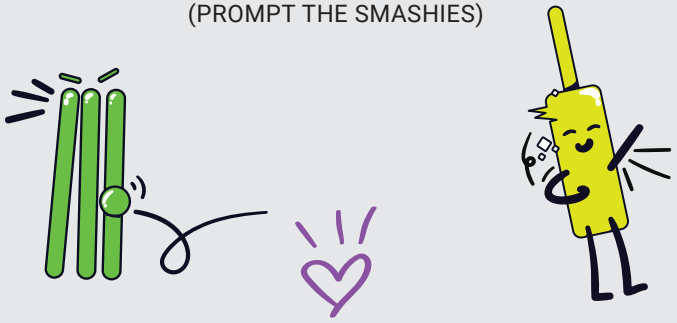
SMASHIES GROUP



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?