



WATCH MY VIDEO :)

SMASH BUCKET BALL

HAUKURUTIA TE PĀKETE PŌRO

SKILL FOCUS

- Batting
- Catching
- Throwing
- Stopping

COMPLEXITY



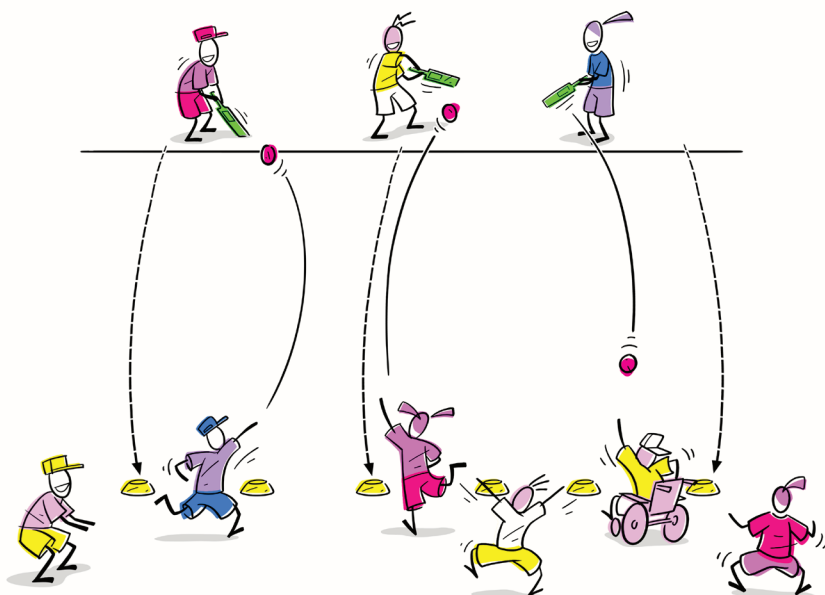
WHAT OTHER SKILLS COULD BE INVOLVED

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



10 minutes on activity.

SMASHIES GROUP



Group split into teams.

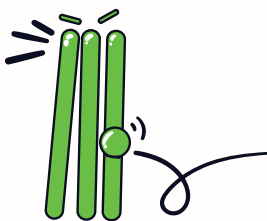
VALUES

(PROMPT THE SMASHIES)



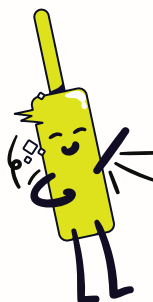
HONESTY PONO

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.