Genesis SMASH PLAY
JUNIOR — TAMARIKI

WATCH MY VIDEO :)

SMASH TAG
PANGA HAUKURU

SKILL FOCUS
- Running
- Throwing
- Ground Fielding

COMPLEXITY

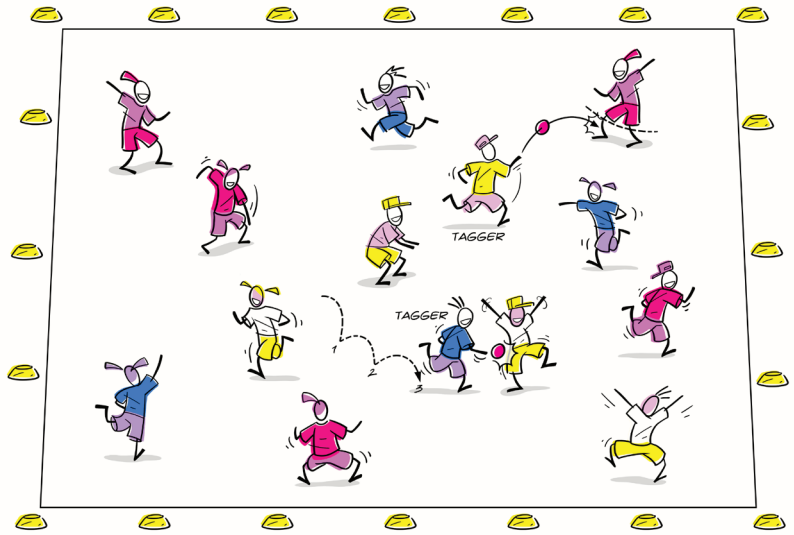
WHAT OTHER SKILLS COULD BE INVOLVED

Movement – Running, Walking, Evading, Balance & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies that are taggers to think about where other Smashies may move to.
- Encourage Smashies to think about how to step towards the tagger to tag with an underarm throw.

SET UP



*Note: When Smashies attempt to underarm throw to make a tag, remind them it must be an underarm throw below knee height.

LET'S PLAY

- Two Smashies start the game as taggers.
- The Smashie taggers start with one ball between them.
- The Smashie taggers job is to tag all other Smashies, by either touching them with the ball in hand, or underarm throwing to make contact below the knee.
- Smashie taggers can only take three steps when they are holding the ball.
- The ball can be thrown between taggers to move around the arena.
- Once a Smashie is tagged, they also become a tagger.
- The game finishes when only one Smashie is left untagged.

EQUIPMENT



Cones, Balls (Small or Large).
Extras - Bean Bags.

TIME



5 minutes on activity.

SMASHIES GROUP

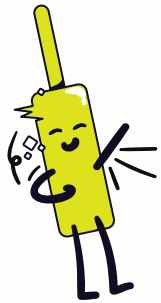


Large group.

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

- ⊖ Utilise bean bags as an easier option for catching.
- ⊖ Change throwing to rolling along the ground, or catching on the bounce.
- ⊕ Add more taggers from the start of the game, and / or add additional balls.
- ⊕ Split the Smashies into two teams - when a Smashie is tagged, they switch to the opposite team. Whichever team has the most Smashies at the end of a set time limit is the winner.

SMASH IT UP

Mission – If a non-tagger intercepts the ball when it is thrown between taggers, they can choose to release one of the other tagged Smashies back to being non-tagged as an **Extra Life**.

Boss Battle – Smashies vs Activators / Coaches / Teachers / Whānau.

Arena Mode – Make the arena smaller 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...*
- As a tagging team how can you make it easier to tag the others?