Genesis SMASH PLAY
JUNIOR — TAMARIKI

WATCH MY VIDEO :)

SMASH THE ENDZONES
HAUKURUTIA TE ROHE MUTUNGA

SKILL FOCUS

- Catching
- Ground Fielding

COMPLEXITY

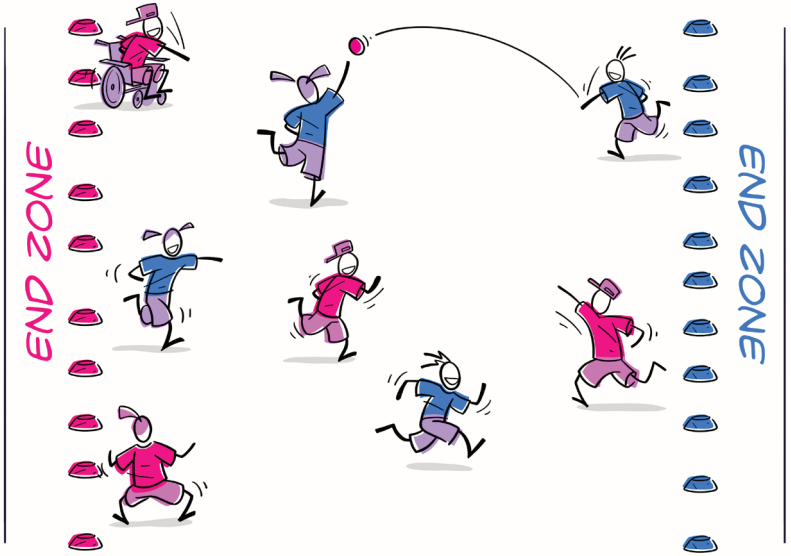
WHAT OTHER SKILLS COULD BE INVOLVED

Movement – Running, Walking, Dodging, Underarm Rolling / Throwing & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Teams working together to problem-solve and make decisions. The need to match challenges or mix it up to meet the group and /or individual players needs.

SET UP



*Note: Coned Grid with two "Ends"

LET'S PLAY

- A team works together to get the ball into the End Zone by throwing and catching.
- The ball must be caught before it bounces.
- The catcher cannot move with the ball and must throw it to their teammates.
- If the ball hits the ground or is dropped, turnover.
- Lob in if the ball goes out.
- A point is scored if the ball is caught cleanly in the End Zone.
- Restart from the goal line when a point is scored.

EQUIPMENT



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

TIME



10 minutes on activity.

SMASHIES GROUP

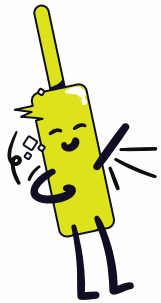


Small or large groups
(split into pairs or teams).

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

- Bean Bags or softer / harder, smaller / larger size balls.
- The ball can be caught on the bounce (allow for one bounce / two bounces etc as necessary) as well as on the full. No throws above head-height – introducing the need for movement, creation of space.
- Set up an exclusion zone – semi-circle (which the ball must be thrown from outside of) with targets for points scoring.
- Each throw and catch (pass) scores a point, but these are only tallied when the End Zone catch is made. A team can attempt to build more points or move to the End Zone quickly.
- To ensure individuals are catered for – those that are excelling can be challenged with having to complete one-handed catches.

SMASH IT UP

Mission – If a set number of Smashie catchers (e.g. 4 or more) touch the ball in a row then the team receive an **Extra Life** (a catch can be dropped or made on the bounce with no turnover).

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

Arena Mode – Make the endzone smaller as the game progresses or make the arena bigger or smaller.

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 about this game makes catching a challenge?
- What did you do to help you be successful in this game?
- How did you get the ball to the End Zone?