Genesis SMASH PLAY
JUNIOR — TAMARIKI

WATCH MY VIDEO :)

# SUPERRIVER CATCH
# HOPU TE WHAI

**SKILL FOCUS**
- Catching

**COMPLEXITY**

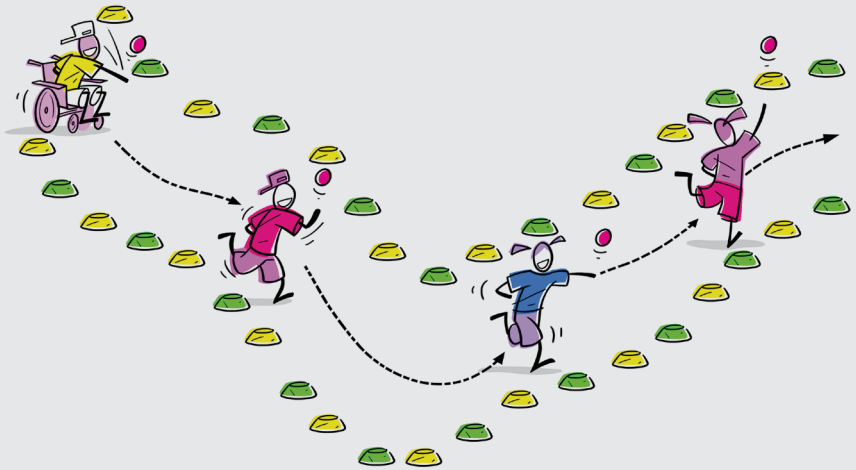
## WHAT OTHER SKILLS COULD BE INVOLVED

Movement – Walking, Running, Hopping, Jumping, Landing. Underarm Throwing, Balancing & Perception Skills.

## THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about a bucket shape with their hands when catching.

## SET UP



*Note: Create the shape of a colourful river (similar to a river-ride) using cones.

## LET'S PLAY

- All Smashies to walk through the "river ride" throwing their ball in the air and clapping in a progressive pattern (starting with zero claps to make a catch, then moving to one, two etc).
- Self-challenge catches made (count the number of catches) or self-challenge to the highest number of claps.

## EQUIPMENT



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

## TIME




10 minutes on activity.

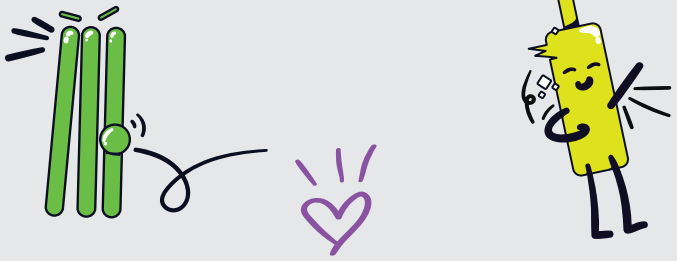
## SMASHIES GROUP



Small or large groups, 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

- ⊖ Bean Bags or smaller / larger sized balls.
- ⊕ Pairs: one Smashie throws it up and the other has to move to the ball whilst also clapping.
- ⊕ Addition of obstacles such as dots, cones, which Smashies are not allowed to touch / stand on. Creation of a rapid area where Smashies walk faster or move differently.
- ⊕ Smashies on opposite sides of the river, have to throw across to their partner over the other side.
- ⊕ Make a narrow point in the river - where Smashies jump across (throwing the ball before they jump, and making the catch on the other side).

# SMASH IT UP

- Mission – Make it through the river throwing and catching the ball all the way. Have a portal gate of cones the Smashies have to walk or run through. If they move through the portal they are allowed an **Extra Life** (free drop) to complete the Mission.
- Boss Battle – Smashies vs Activators / Coaches / Teachers / Parents.
- Arena Mode – Parts of the river become narrower 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...*
- Where should your hand be when we catch?
- Show your eyes to the ball
- How quietly can you catch the ball?