Genesis SMASH PLAY
JUNIOR — TAMARIKI

WATCH MY VIDEO :)

TAPU AE

SKILL FOCUS

- Throwing
- Catching

COMPLEXITY

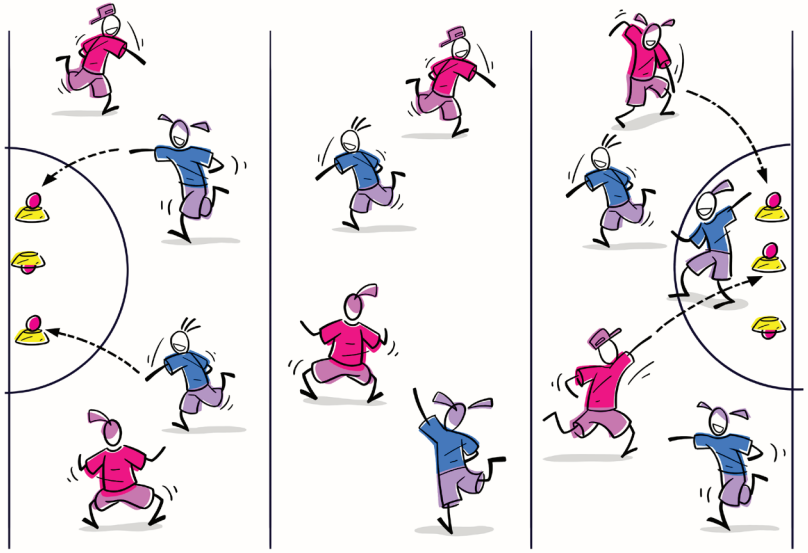
WHAT OTHER SKILLS COULD BE INVOLVED

Movement – Walking, Running, Jumping, Balancing, Ball Intercepting, Underarm Rolling, Ground Fielding & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage teams to problem solve and work together.
- Encourage continual movement between positions to ensure full participation.

SET UP



*Note: Ensure the balls are spread out around the hoop to avoid collisions as the kids collect the balls

LET'S PLAY

- There are three zones: two scoring zones and a middle zone.
- Each scoring zone has a kaitiaki or defender that guards three cones with tennis balls on top. Their job is to stop the attackers from hitting them off with the game ball.
- The ball must be touched by a Smashie in each zone before a team can score.
- Defenders must stay arms length from the opposition.
- A point is scored hitting a ball off the cone in the scoring zone. The ball is placed underneath the cone to indicate it has been hit.
- The team to hit all three targets first, wins.

EQUIPMENT



Cones, Balls (Small or Large).

TIME



10 minutes on activity.

SMASHIES GROUP

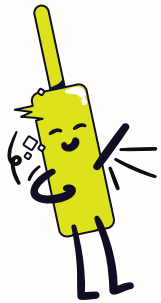


Larger Groups
(between 5-10 per group).

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

- ⊖ Increase / decrease number of Smashies per team.
- ⊖ More cones as targets / bigger targets.
- ⊖ Increase the size of the ball.
- ⊕ Accumulate points over a certain time rather than finish with three hits.
- ⊕ Static vs Dynamic - no running with the ball vs allowed to take a few steps.
- ⊕ Introduce more than one ball – either larger or smaller or different size balls within the same game.
- ⊕ No throwing above the head – encouraging movement, creation of channels.

SMASH IT UP

Mission – Introduce a bonus target for the Smashies next to the points targets. If the bonus is hit then an **Energy Boost** of a defender being removed from the defending team until the next point is scored applies (the defender must become an attacker so they are still in the game).

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...
- How could you get everyone in your team involved?
- What are some things you can do to try to intercept the ball?
- What ways can you move or throw the ball?