



WATCH MY VIDEO :)

KEEP UP & PLAY KURU PIROPIRO

SKILL FOCUS

• Wicketkeeping

COMPLEXITY



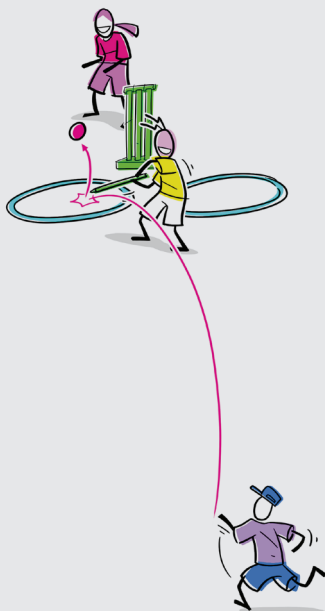
WHAT OTHER SKILLS COULD BE INVOLVED

Underarm Throwing, Batting, Catching & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about how to be still when they catch the ball.
- Encourage Smashies to think about how to move sideways to catch the ball in front of them.
- Encourage Smashies to think about making an open book with their hands.

SET UP



LET'S PLAY

- Split Smashies into groups of three. Each Smashie group plays on their own arena.
- One Smashie begins as the underarm bowler, five paces away. Another Smashie stands in front of the wickets, using a single wicket as their bat and the third Smashie becomes the wicketkeeper and stands behind the wickets.
- The bowler underarm throws the ball to bounce on the full inside of one of two hula hoops.
- The batters goal is to hit the ball.
- The wicketkeeper tries to catch the ball if missed by the batter.
- If the ball goes past the batter after landing in a hoop, the bowler scores a point. If the batter hits the ball they score a point. If the wicketkeeper catches the ball, they score a point.

EQUIPMENT



Cones, Balls (Small or Large), Wickets.
Extras - Hula Hoops.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups, or try it at home with someone.

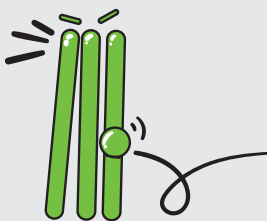
VALUES

(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

- ⊕ Use a larger ball.
- ⊕ Introduce the term 'stumping'. Use guide cones / hula hoops that the bowler must underarm throw past / into on the full to score a point.
- ⊕ The batter has to move to attempt to hit the ball before it goes past these cones. If they hit it they score a point.
- ⊕ Bowler to alternate between throwing the left and right guide cones. Smashies score an extra point if they catch it between their ankles and knees.

SMASH IT UP



Mission – **Energy Boost:** An extra point if any of the bowler, batter or wicketkeeper score 3 points in a row.



Boss Battle – Smashies vs Activator / Coach / Whānau / Teacher (timed number of catches).



Arena Mode – Move the hula hoops or guide cones closer or further away to alter the challenge.

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?



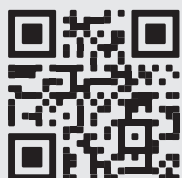
I did a good job of being cooperative / supportive / honest



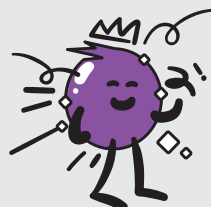
I was OK



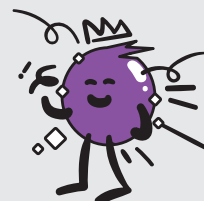
I wasn't cooperative / supportive / honest



FIND MORE INFO :)



**DON'T FORGET TO
ASK THE SMASHIES**



- Reinforce the positive:
I Like the way you...
- What can you do with your hands to make more catches?
- What would be a good position for you to start in before you try to catch the ball?