Genesis SMASH PLAY
JUNIOR — TAMARIKI

WATCH MY VIDEO :)

SUPER HIGH FIVE
PEKE, PAKIA

SKILL FOCUS
- Running
- Bowling

COMPLEXITY

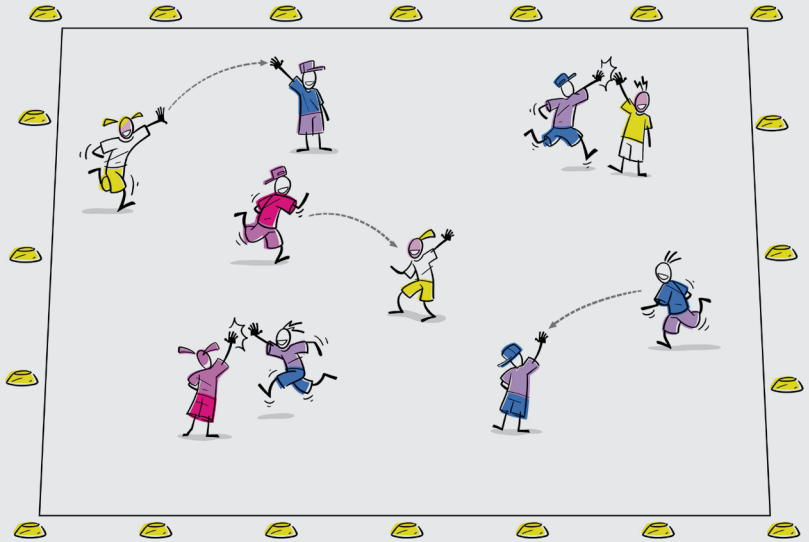
WHAT OTHER SKILLS COULD BE INVOLVED

Jumping & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about how they could leap to complete the High Five.
- Encourage Smashies to think about reaching as high as possible with their arm.

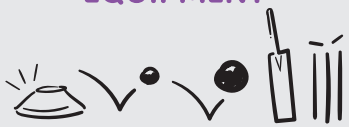
SET UP



LET'S PLAY

- Set up a coned area and split the Smashies into two groups.
- The first group are to spread themselves out in the arena to act as High Five statues with one arm raised high.
- The second group are to be High Five taggers, leaping into the air to complete a High Five.
- The taggers are to run around the arena jumping and making a High Five with as many statues as they can.
- Each High Five achieved equals 1 point scored.
- The game can either be timed or each Smashie must try to High Five each statue.
- Smashies swap roles.

EQUIPMENT



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

TIME



5 minutes on activity.

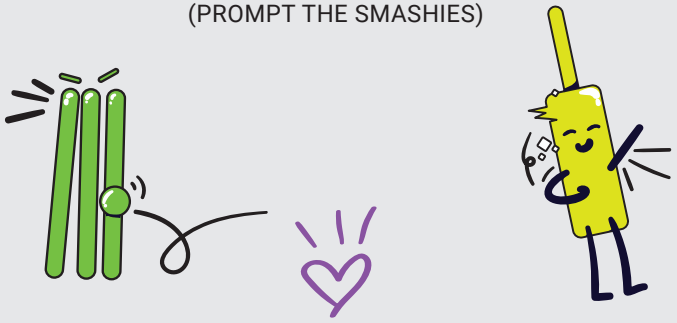
SMASHIES GROUP



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

- Lower the High Five height so that any Smashie can achieve a touch with an outstretched hand.
- Have the Smashies run in and jump with a ball in their hand. The Smashie partner also has a ball and the High Five point is scored when the balls touch.
- Have each Smashie statue hold a piece of equipment (such as a bat or a wicket). The High Five must be made by touching this.

SMASH IT UP

- Mission – If a Smashie successfully completes five High Fives in a row, they get **Double Points** until their turn is finished.
- Boss Battle – Smashies vs Activator / Coach / Whānau / Teacher (timed number of catches).
- Arena Mode – Have Smashies leap to try to High Five an object (such as a tree branch, a football crossbar, or a cricket bat held up).

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...*
- Is it easier to jump off one foot or two?