



BATTLESHIP CHALLENGE

WERO O TE WAKA RIRI

SKILL FOCUS

- Catching
- Throwing

COMPLEXITY



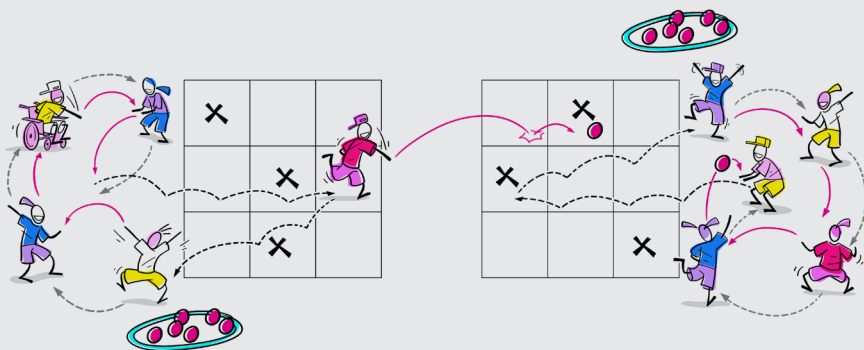
WHAT OTHER SKILLS COULD BE INVOLVED

Movement – Running, Walking & Perception Skills.

THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about how to step towards the target and how to swing their arms.
- Encourage Smashies to think about the speed of their throw for closer or further away targets.
- Encourage Smashies to think about a bucket shape with their hands when catching.

SET UP



*Note: Two teams of Smashies, each team has a grid of 9 squares. In between the grids there is a space called the "Forbidden Ocean". There is a hoop containing tennis balls at each end of the game arena.

LET'S PLAY

- Before the game begins, each Smashie team must draw their 3 ships on a paper grid replica. Paper grid is handed in to game leader.
- When the game begins, each Smashie team must form a circle (standing at least an arm's distance), with the "Super Smashie" standing in the middle of the circle.
- The Smashie team must each throw and catch the ball until it has been touched by all, ending with the Super Smashie.
- If the ball is dropped then the throwing / catching starts again.
- When all catches are completed, the Super Smashie makes their way up to the edge of the "Forbidden Ocean" and tosses the ball into the oppositions grid.
- Wherever the ball bounces that grid has been "attacked". If there is a ship on that grid, the game leader shouts out "ship sunk!".
- The first team to sink all 3 enemy ships is the winning team.
- As the Super Smashie tosses the ball into the grid, all other Smashies rotate around the circle, with a new Super Smashie in the middle of the circle.

EQUIPMENT



Cones, Balls (Small or Large), Bean Bags, Paper & Pen.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups (split into pairs or teams) or try it at home with someone.

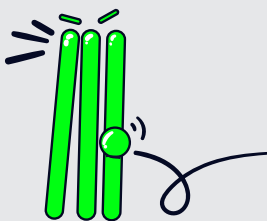
VALUES

(PROMPT THE SMASHIES)



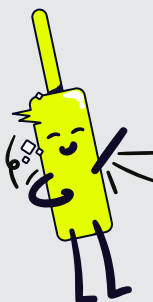
HONESTY PONO

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

- ⊖ The ball can be rolled around the circle, rather than thrown.
- ⊕ Make the circle wider, increasing the distance to be thrown between Smashies.
- ⊕ Introduce one-handed catching, or use of non-dominant hand.

SMASH IT UP



Mission – Introduce a bonus square (chosen by the game leader). If the square is attacked this creates an **Extra Life** (the next dropped catch is allowed).



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



Arena Mode – Make the ocean wider or the squares smaller or larger 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



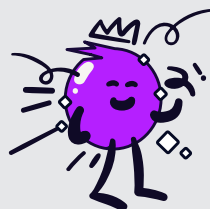
I was OK



I wasn't cooperative / supportive / honest



FIND MORE INFO :)



DON'T FORGET TO ASK THE SMASHIES



- Reinforce the positive:
I Like the way you...
- What is the best way of aiming at a target when you are throwing?
- How would you throw the ball to make it easier for your teammates to catch it?
- Can you describe what you could do to make it easier to throw the ball further?