



# FIREBALL SMASH

## HAUKURU TE POI AHI

### SKILL FOCUS

- Bowling

### COMPLEXITY



### WHAT OTHER SKILLS COULD BE INVOLVED

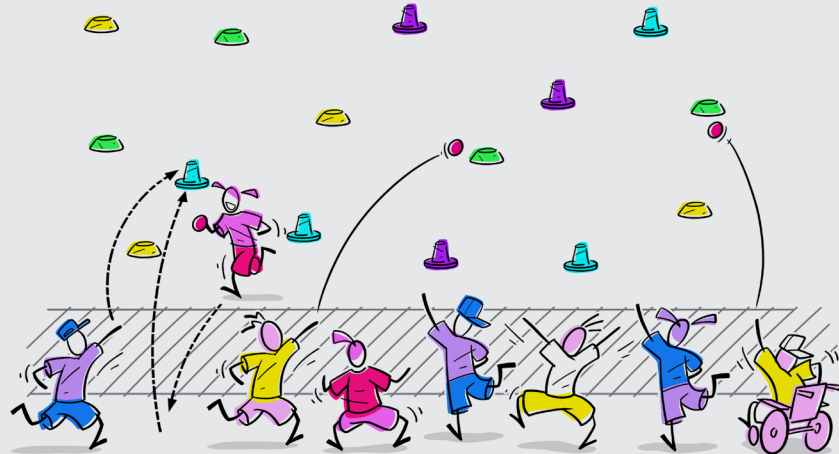
Throwing, Perception Skills & Decision Making.



### THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about what lobbing with a straight arm might look or feel like.
- Encourage Smashies to think about what they could do with their other arm.

## SET UP



\*Note: Create a colourful environment of targets using space as required. Make a chasm / river of cones (spaced to allow for group ability - narrower points, wider points for self-challenge). Targets can be differing sizes and colours. Red indicates the river (the no go zone).

## LET'S PLAY

- Smashies to work in pairs with one being the first "lobber of the water bomb". The objective is to lob the bomb over the obstacle or river / chasm to put out the fires (targets) on the other side.
- Lobbers to kneel side-on to the obstacle and lob the ball over their head towards the targets.
- Each target hit is a point – the second partner collects the bombs to bring back to the other side (and count the points).
- Game can be timed to find a winner, or run-through twice to challenge pairs to self-improve.

### EQUIPMENT



Cones, Balls.

### TIME



10 minutes on activity.

### SMASHIES GROUP



Pairs or try it at home with someone.

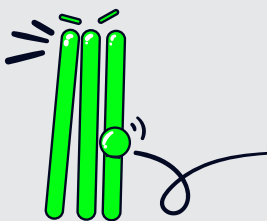
## VALUES

(PROMPT THE SMASHIES)



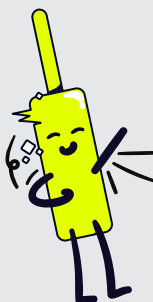
### HONESTY PONO

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

- ⊖ Targets spaced at a range of distances to cater for different abilities within the group.
- ⊕ Make the chasm wider – obstacle higher.
- ⊕ Introduce sequenced targeting – hitting one colour or shape first, then moving to the next.
- ⊕ Move to standing side on.

## SMASH IT UP



Mission – The activator chooses a bonus target (without letting the Smashies know). When the bonus is hit an **Energy Boost** applies for the Smashie or Smashie team, with all other target points doubled for a length of time or for a number of lob.



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



Arena Mode – Move targets 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



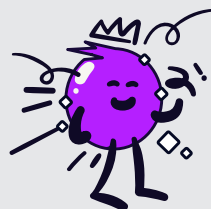
I was OK



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 to hold the 'water bomb' to get it over the other side?
- When do you let go of the 'water bomb' to get it over to the other side?
- What are you looking at to get the 'water bomb' on target?