



PLAY 360

TĀKARO HURIHURI

<p>SKILL FOCUS</p> <ul style="list-style-type: none"> • Batting • Throwing 	<p>COMPLEXITY</p>	<p>WHAT OTHER SKILLS COULD BE INVOLVED</p>	<p>THINK QUICK — WHAT TO LOOK OUT FOR</p> <ul style="list-style-type: none"> • Encourage Smashies to say “BOUNCE” when the ball bounces and “HIT” when it hits the bat. • Encourage Smashies to consider how to hit / scatter the balls to score points.
		<p>Movement - Running, Balancing, Fielding & Perception Skills.</p>	

SET UP

*Note: The game is played on a diamond set up. Place a home cone on the middle of the baseline and a bucket or hoop 5-10 metres away from the baseline in the middle of the square.

LET'S PLAY

- Split the Smashie group into teams of 3-4. One team to bat, all other teams to field together.
- Batting Smashies have to hit a set number of balls. The Smashie has 360 degrees in which to do this.
- 2 Smashies bat at a time, with other team members feeding the batters.
- Batting Smashies run around the outside cones as many times as they can, while the fielding Smashies return all the balls into the bucket and call “stop”.
- Rotate teams through batting as often as possible.

EQUIPMENT

Cones, Balls, Bats, Wickets, Tees.
Extras - Hula Hoop or Bucket.

TIME

15M

15 minutes on activity.

SMASHIES GROUP

Large group
(split into two teams).

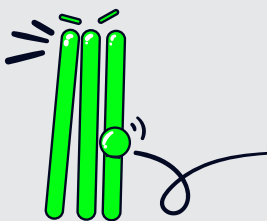
VALUES

(PROMPT THE SMASHIES)



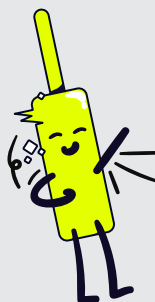
HONESTY PONO

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

- ⊖ Batters throw the ball as far as they can, or as short as they can, and run around the bases before the ball is fielded.
- ⊕ Fielding Smashies cannot run with the ball. They must relay throw the balls back to the central bucket.
- ⊕ Relay throws to only be between Smashies of the same team.

SMASH IT UP



Mission – When batting, hit one right-handed and one left-handed (at least) to get an **Energy Boost** which adds bonus runs to your score.



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



Arena Mode – Batter can identify an area where fielders have to position themselves (creating gaps for the Batting Smashie).

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



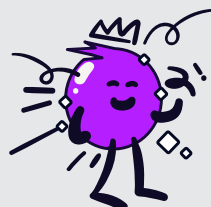
I was OK



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 do you choose where the best place is to hit the balls before you run?
- What should the fielding Smashies be focusing on as the balls are being hit?