

# KEEP UP & PLAY KURU PIROPIRO

## SKILL FOCUS

• Wicketkeeping

## COMPLEXITY



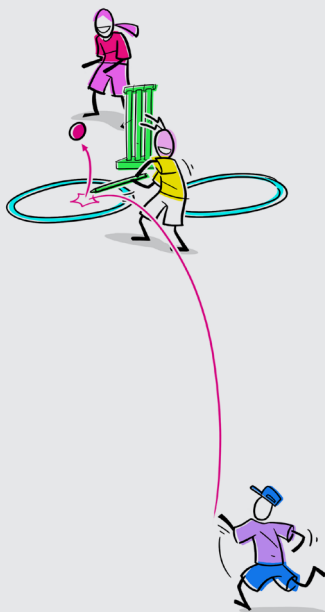
## WHAT OTHER SKILLS COULD BE INVOLVED

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.

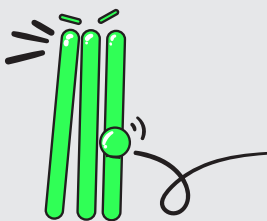
## VALUES

(PROMPT THE SMASHIES)



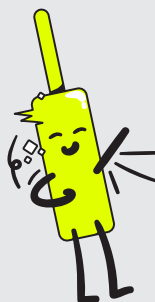
### HONESTY PONO

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



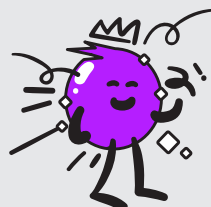
I was OK



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?