



SUPERRIVER CATCH

HOPU TE WHAI

SKILL FOCUS

- Catching

COMPLEXITY



WHAT OTHER SKILLS COULD BE INVOLVED

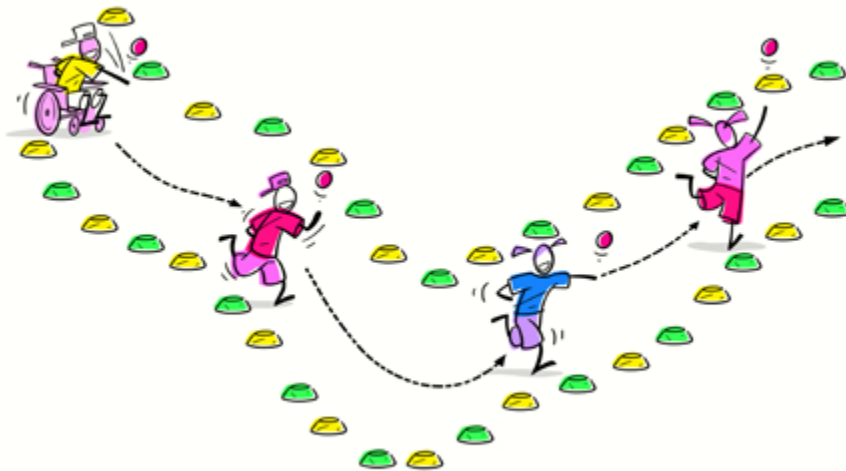
Movement – Walking, Running, Hopping, Jumping, Landing. Underarm Throwing, Balancing & Perception Skills.



THINK QUICK — WHAT TO LOOK OUT FOR

- Encourage Smashies to think about a bucket shape with their hands when catching.

SET UP



*Note: Create the shape of a colourful river (similar to a river-ride) using cones.

LET'S PLAY

- All Smashies to walk through the "river ride" throwing their ball in the air and clapping in a progressive pattern (starting with zero claps to make a catch, then moving to one, two etc).
- Self-challenge catches made (count the number of catches) or self-challenge to the highest number of claps.

EQUIPMENT



Cones, Balls (Small or Large).
Extras - Bean Bags.

TIME



10 minutes on activity.

SMASHIES GROUP



Small or large groups, or try it at home with someone.

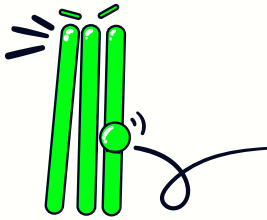
VALUES

(PROMPT THE SMASHIES)



HONESTY PONO

How could the Smashies be honest when they play this game?



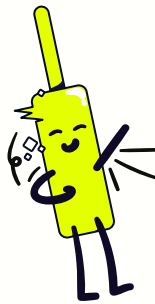
SUPPORT TAUTOKO

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

- ⊖ Bean Bags or smaller / larger sized balls.
- ⊕ Pairs: one Smashie throws it up and the other has to move to the ball whilst also clapping.
- ⊕ Addition of obstacles such as dots, cones, which Smashies are not allowed to touch / stand on. Creation of a rapid area where Smashies walk faster or move differently.
- ⊕ Smashies on opposite sides of the river, have to throw across to their partner over the other side.
- ⊕ Make a narrow point in the river - where Smashies jump across (throwing the ball before they jump, and making the catch on the other side).

SMASH IT UP



Mission – Make it through the river throwing and catching the ball all the way. Have a portal gate of cones the Smashies have to walk or run through. If they move through the portal they are allowed an **Extra Life** (free drop) to complete the Mission.



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



Arena Mode – Parts of the river become narrower 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



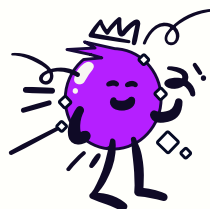
I was OK



I wasn't cooperative / supportive / honest



FIND MORE INFO :)



DON'T FORGET TO ASK THE SMASHIES



- Reinforce the positive: *I Like the way you...*
- Where should your hand be when we catch?
- Show your eyes to the ball
- How quietly can you catch the ball?