

Team Juggling

in partnership with



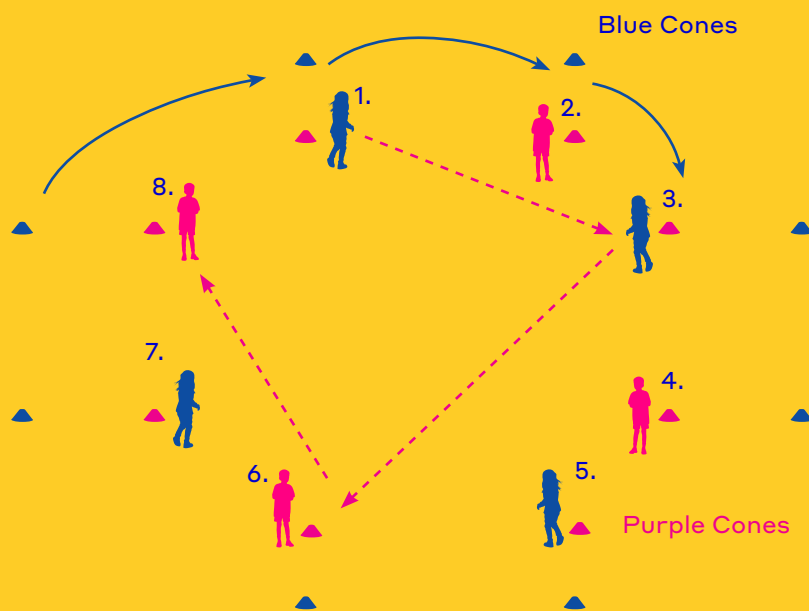
THE HUNDRED

Example Game Structure - 5 Rounds:

1. Roll the ball to your partner
2. Throw Underarm to your partner
3. Bounce ball to your partner
4. Throw overarm to your partner (Introduce stumps they throw at/to.)



Fielding Energiser



▶ Aim:

Develop throwing, catching and communication skills in larger groups. Personal Focus on Taking Control of the Activity and Trying to Improve.

▶ Equipment:

Cone per person to mark out a circle, 3/4 balls per group

▶ Organisation:

1. Teams of 5-8 in a circle pass the ball in sequence to each player. Can't pass to person next to you.
2. Decide on different ways of sending balls - roll underarm, throw overarm.
3. Instructions on which direction players travel, i.e. 1 cone left/right, change to outside cones.
4. Add an extra ball(s) as ready. How many balls can you keep going as a group?
5. Call "change" to get balls travelling in the opposite direction.
6. Once thrown, Players follow the ball to stand on a different cone.
7. Combine groups of the same size so there are 2 players at each point and they take turns.

▶ Change it - Easier/Harder

Progressive stages achieve this. Consider choice of balls, size of working area, mixing abilities, changing numbers in groups

Extras:

1. How did you challenge yourself?
2. What things did you improve on as you practised?
3. When did it/would it have helped to organise others in your team?
4. What things did you/can you do to help your team?

Get the adults involved:

One per group trying it out too. Separate adults groups. Secret Stats - observing for specific behaviours ie Tally of number of times someone helped someone else or supported their team, or carried on when it went wrong. Could be a worksheet for this in the kids books or to print by Activators.