

Wall Ball Net & Wall Games

Equipment

- Wall
- Ball
- Cones



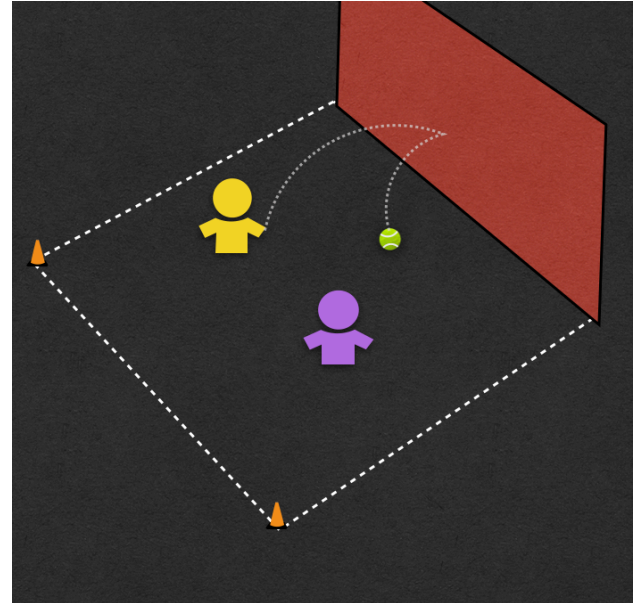
Tactical Focus

- Maintaining a Rally
- Winning a Point
- Setting Up for Attack
- Defend Space
- Defending Against Attack
- Restarting Play



Description

- Players aim to throw the ball against the wall and have it bounce within the playing area.
- Once the ball touches the wall the opposing player tries to catch it before it bounces two times.
- If they catch the ball, play continues.
- If they do not catch the ball then the thrower scores a point.
- If the ball lands outside the playing area the non throwing player wins a point.



Modifications (Change It!)



Change it Up

Decrease the size of the playing area.
Change skill from throwing to striking with hand.
Catch ball off the wall without a bounce.



Change It!

Throw underhand only.
Throw overhand only.



Change it Down

Allow 2 bounces before catch.
Increase the size of the playing area.
Make game cooperative and count number of catches made by partners.



Assessment



Emerging

Players have difficulty throwing the ball against the wall, or catching it after it hits the wall.



Developing

Players can throw the ball against the wall but have difficulty catching it after it hits the wall.



Competent

Players can throw and catch successfully and are show understanding of throwing the ball away from their opponent.



Proficient

Players can throw and catch successfully and move their opponent around the court to open up space and score points.



Questions

- Where on the wall should you throw the ball to make it difficult for your opponent to catch?
- When do you score a point?
- How can you position yourself to ensure you catch the ball after it hits the wall?
- Where should you move between your own throws?