# Relay Throw
Striking & Fielding Games

Tactical Focus

| Accurately Hit Ball | Avoid Getting Out | Scoring Runs | Make Hitting Difficult | Stop Scoring Runs |

Description

- The aim of this game is to work as a team to return the ball to the hoop without it hitting the ground.
- Split class into groups of 3.
- Player One stands in hoops and throws/hits the ball into the field.
- Player Two runs to field the ball. Once in possession of ball they cannot move.
- Player Three moves to a position to receive a relay throw from Player Tow.
- Player Three throws the ball back to Player One in the hoop.
- If ball is returned successfully without hitting the ground a point is scored.
- Players swap roles.
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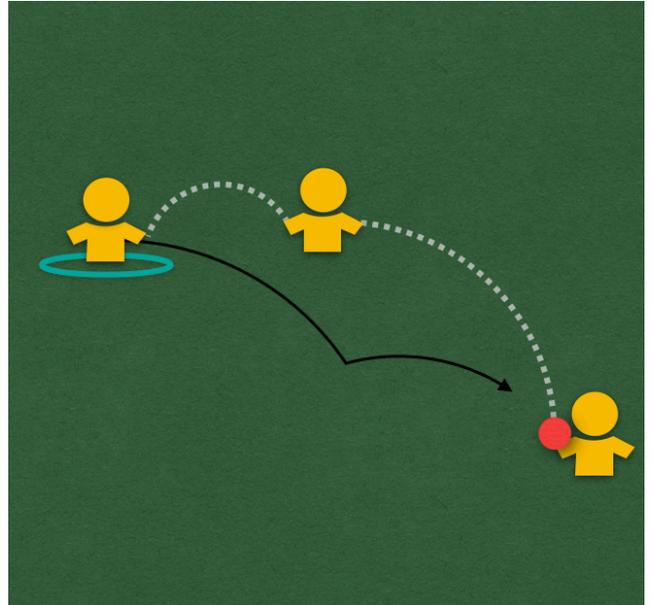
Modifications (Change It!)

Change it Up
Use a different manipulation such as kicking the ball into the field.
Catch the ball using an implement when fielding.
Change the ball to a smaller object.

Change It!
Send the ball in different ways to each other before returning it to the group's hoop when fielding (e.g., roll the ball to each other, pass the ball over-under-over-under).

Change it Down
Choose the type of hitting implement they want to use.
Choose what type of ball they would like to use.

Assessment

Emerging
Players have difficulty working together to return the ball to the hoop.

Developing
Players can sometimes return the ball to the hoop successfully without it hitting the ground.

Competent
Players work together to return the ball to the hoop without it hitting the ground.

Proficient
Players work together quickly and efficiently to consistently return the ball to the hoop without it hitting the ground.

Questions

What can you do to ensure that your group fields all the balls in the shortest amount of time?

In what types of sports would a strategy like this be useful?

When you were Player Two, how did you decide where to stand to receive the relay throw?