Compliment Tag

Tag Games

Equipment

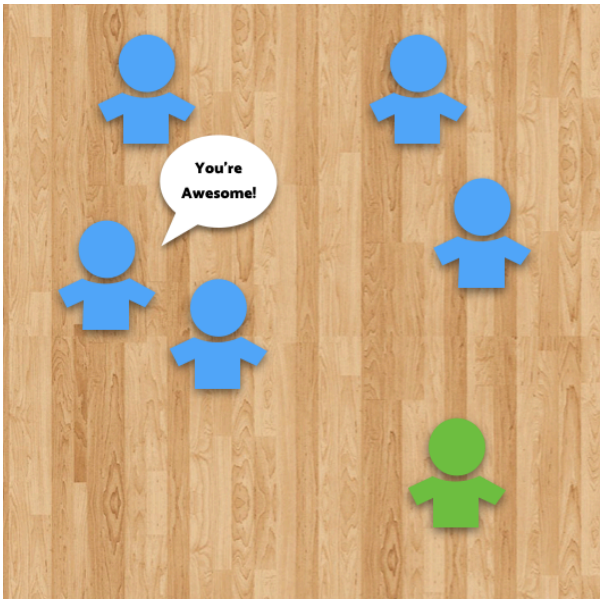
Playing Area

Tactical Focus

Spatial Awareness | Fakes | Dodging | Evading Opponents | Catching & Tagging

Description

- Decide on the appropriate number of taggers needed.
- Tagger aims to catch as many people as possible.
- When players are tagged they freeze in spot.
- To be set free, players who are yet to be tagged must run up to them and give them a compliment.



Modifications (Change It!)

Change it Up

You can only use each compliment once, forcing players to think more.
Reduce the size of the playing area.

Change It!

Change the locomotor skills (skipping, hopping, jumping, etc).

Change it Down

Provide some examples of compliments which players can use if stuck.
Increase the size of the playing area.

Assessment

Emerging

Players have difficulty avoiding capture and are often caught.

Developing

Players avoid capture but do not employ any strategies for evading tagger.

Competent

Players often avoid capture and employ strategies for evading tagger.

Proficient

Players are unable to be caught by the tagger.

Questions

What strategies did you use to avoid capture/capture your opponent?

How did you use the space available to avoid capture/capture your opponent?

How would changing the size of the playing space affect the game?

How did it feel to give/receive a compliment?

Catch It!

Striking & Fielding Games

Equipment

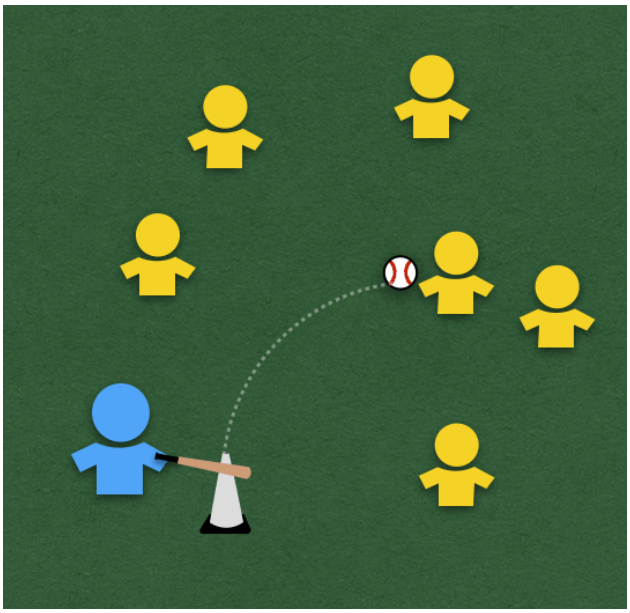
- Bat
- Ball
- Tee

Tactical Focus

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

Description

- The batter hits the ball off the batting tee into play.
- If a fielder catches the ball before it hits the ground, that player is awarded 1 point.
- If the batter succeeds in having the ball hit the ground before a fielder can catch it, the batter is awarded 1 point.
- Once the fielders have caught three balls, the round is over, and one of the fielders takes a turn as the batter.



Modifications (Change It!)

Change it Up
Use a smaller ball and bat.
Have players start in designated spots and remain stationary until batter hits the ball.
Increase the number of fielders to make it more difficult for batter to hit.

Change It!
Change scoring system for fielders - 5 points for catch, 1 point if caught on first bounce.

Change it Down
Use a larger ball or change the skill to throwing.
Decrease the number of fielders to make it easier for the batter to hit.

Assessment

Emerging
Players have difficulty hitting the ball away from fielders.

Developing
Players can sometimes hit the ball away from fielders.

Competent
Players can consistently hit the ball away from fielders.

Proficient
Players can successfully hit the ball away from fielders and avoid being "caught out"

Questions

Where can you aim to strike the ball to make it challenging for the fielders to catch it?

As a fielder, where can you position yourself so that you are successful at catching a ball?

As a fielding team, how can you position yourself so that you make it difficult for the batter to hit without being caught out?

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Pool Noodle Archery Target Games

Equipment

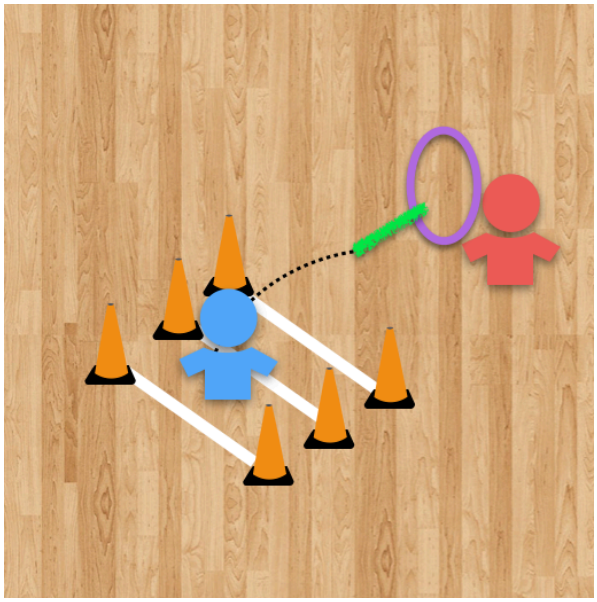
- Hoop
- Pool Noodle

Tactical Focus

Proximity to Target | Avoiding Obstacles | Creating a Dynamic Reaction | Defending Space/Objects | Getting Last Shot

Description

- Divide students into small groups.
- Either hang or have one student hold a hula hoop at a distance from the ground chosen by the group.
- Groups set up three throwing lines at different distances from the hula hoop.
- One at a time, group members stand at one of the throwing lines and try to throw the pool noodle through the hula hoop.
- The further the line the more points are scored if noodle goes through hoop.



Modifications (Change It!)

Change it Up

Stand farther away from the target.
Use a smaller hula hoop.
Set up obstacles in front of the hula hoop.

Change It!

Throw a different type of object.
Vary the throwing skill - underhand or overhand.

Change it Down

Stand closer to the target.
Set up multiple hula hoops.
Hit the hula hoop with the pool noodle to be successful

Assessment

Emerging

Player has difficulty throwing noodle through the hoop.

Developing

Player can sometimes throw the noodle through the hoop.

Competent

Player can successfully throw the noodle through the hoop.

Proficient

Player can successfully throw the noodle through the hoop from a variety of distances.

Questions

How does the force change when you throw from different distances?

How did you decide which throwing line to start at?

Did you change lines every throw? Why? Why Not?

One Bounce
Net & Wall Games

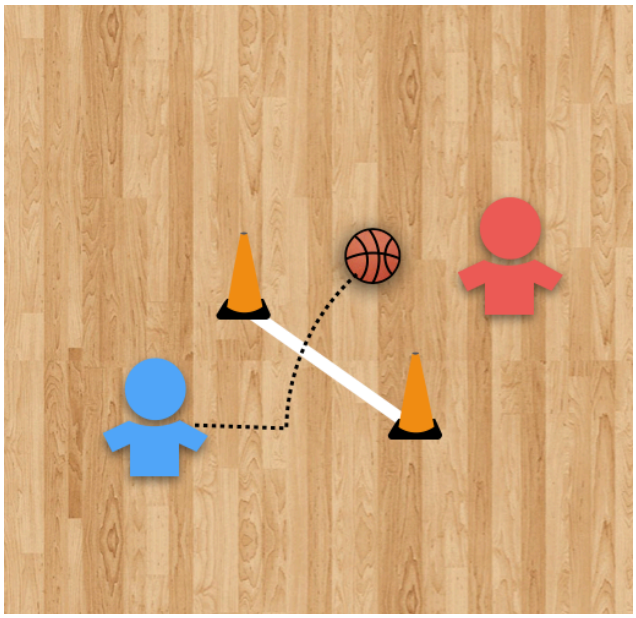
Equipment
- Ball
- Cones

Tactical Focus

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

Description

- One player starts with the ball and two hand bounce passes the ball between the cones to their opponent.
- Ball must bounce on your own side of the cones.
- On receiving the ball the opponent bounce passes the ball back through the cones.
- Player must pass the ball from where they catch it.
- Players try to move their opponent to create difficult passing angles.
- If ball does not go through the cones then opponent scores a point.
- If opponent doesn't catch ball a point is scored.
- All restarts must be from 3 steps back from the cones.



Modifications (Change It!)

Change it Up
Decrease the width of the cones.
Decrease the size of the ball.

Change It!
Use a racquet/paddle to strike the ball.
Create doubles teams and allow 2 players to team up.

Change it Down
Increase the width of the cones.
Allow players to take a designated number of steps before bounce passing the ball.

Assessment

Emerging
Players have difficulty bouncing the ball through the cones.

Developing
Players can sometimes bounce the ball through the cones.

Competent
Players can consistently bounce the ball through the cones.

Proficient
Players can consistently bounce the ball through the cones regardless of the angle.

Questions

What is the benefit of moving your opponent away from the cones?

How can move to defend your space?

After you bounce pass where should you move to?

Block Buster
Invasion Games

Equipment

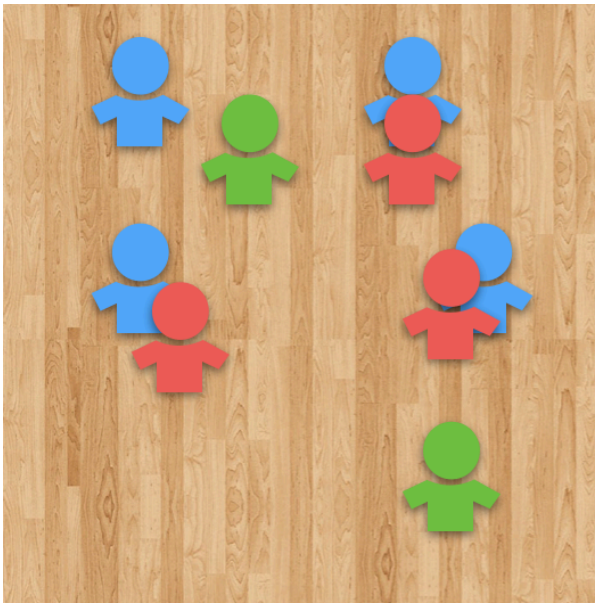
- Pinnies
- Playing Area

Tactical Focus

Maintain Possession | Regain Possession | **Create Space** | **Defend Space** | Attack the Goal | Defend the Goal | Set Plays

Description

- Split students into Three teams - Blockers, Attackers & Taggers
- Blockers wear a pinnie and keep their arms folded across chest.
- Blockers aim to provide blocks (screens) for attackers to dodge behind and avoid being tagged by Taggers.
- Players may only walk during the game.
- When tagged players become a Blocker.
- At the end of a determined time the number of remaining players as Attackers is their score.
- Switch group roles.



Modifications (Change It!)

Change it Up

Use equipment, such as a basketball to require players to dribble to move.
Decrease the size of the playing space.
Reduce the number of Blockers.

Change It!

Change the movement skills - run, skip, hop, gallop, shuffle.
Once player is tagged they become a Tagger instead of Blocker.

Change it Down

Increase the number of Blockers.
Decrease the number of Taggers.
Increase the size of the playing space.

Assessment

Emerging

Players are unable to avoid being tagged.

Players are unable to set an effective block.

Developing

Players sometimes get tagged.

Players sometimes set an effective block.

Competent

Players rarely get tagged.

Players set effective blocks to assist their teammates.

Proficient

Players never get tagged.

Players set effective blocks to assist their teammates and create space in the playing area.

Questions

What do blockers need to do to set effective blocks, or screens?

What is the best way to avoid being tagged?

How can taggers trap players?

Can you explain the tactic of double teaming?