

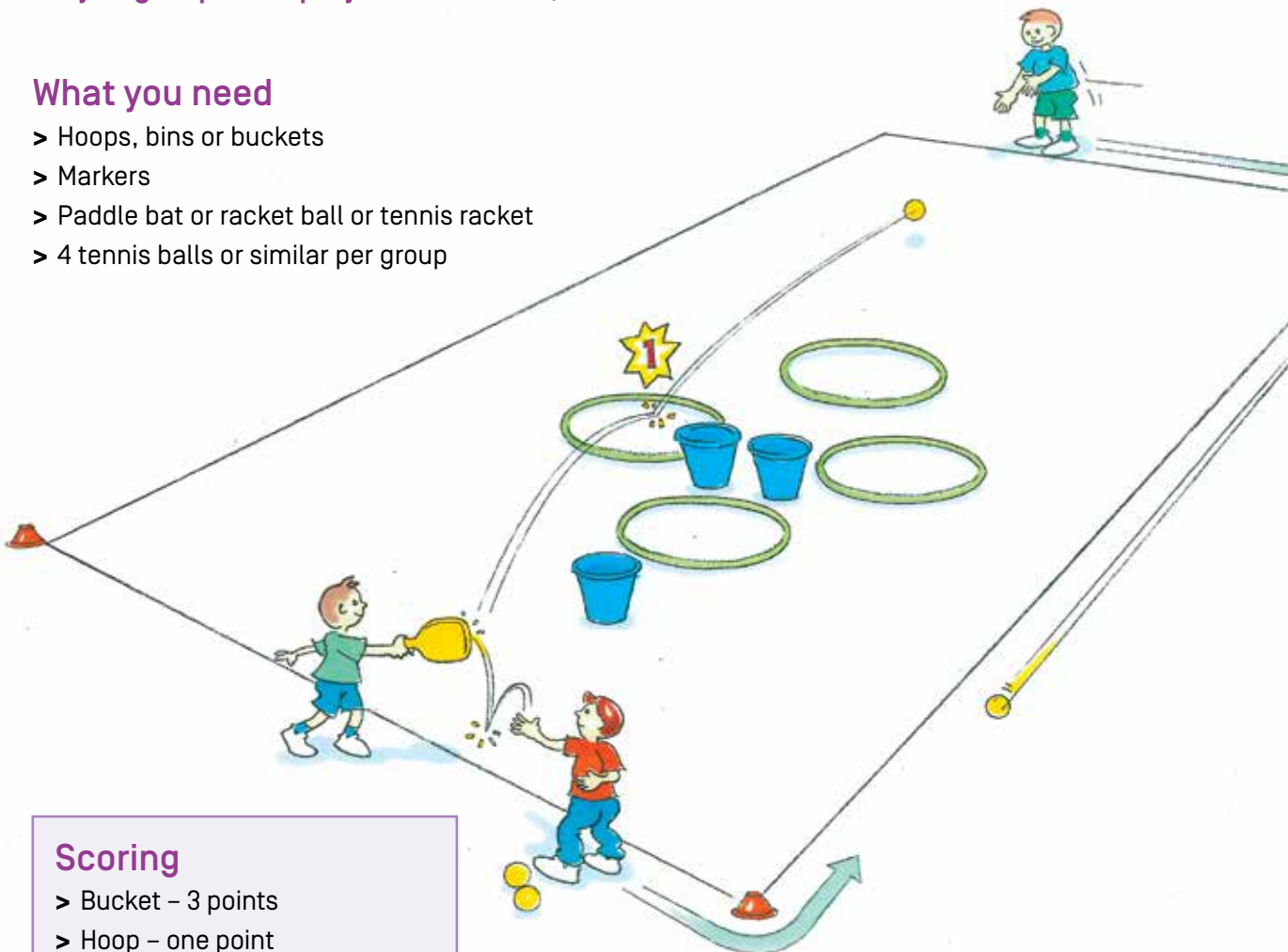
F-2 3-4 5-6 SKILL DEVELOPMENT GAME CONCEPTS

Bucket and hoop

From a drop shot, a ball is hit with a bat into a hoop or a bucket to score points. Play in groups of 3 players – a feeder, a hitter and a collector.

What you need

- > Hoops, bins or buckets
- > Markers
- > Paddle bat or racket ball or tennis racket
- > 4 tennis balls or similar per group



Scoring

- > Bucket – 3 points
- > Hoop – one point
- > Total score after every 6 hits

What to do

Hitters

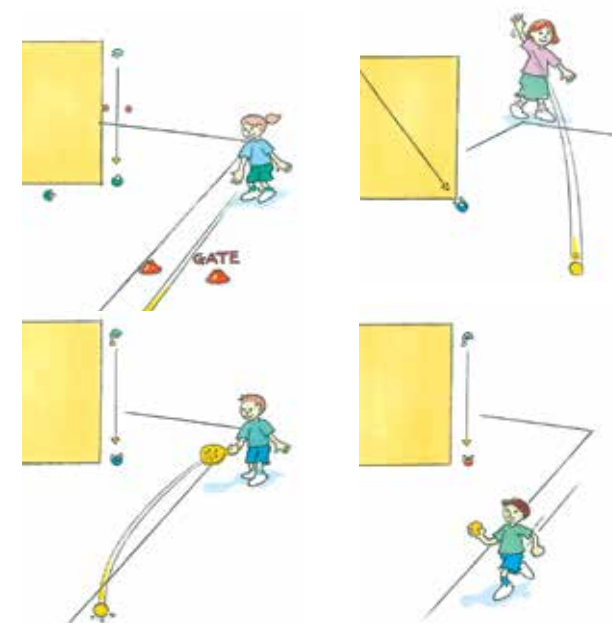
- > 6 hits, then rotate roles.

Collectors

- > Collect balls and return using a nominated path and type of return (e.g. roll down the side).

Feeders

- > Feed with drop shots as shown.



LEARNING INTENTION

Bucket and hoop supports students to further develop their fielding, throwing, striking skills in an activity that requires accuracy and control.

PHYSICAL LITERACY ELEMENTS

COORDINATION OBJECT MANIPULATION

SELF-PERCEPTION

CONTENT KNOWLEDGE REASONING

AC:HPE CONTENT DESCRIPTIONS

ACPMPO43

ACPMPO61

change it...

Coaching

- > Use player role models to highlight particular skills. Follow up with individual coaching to one side if necessary.

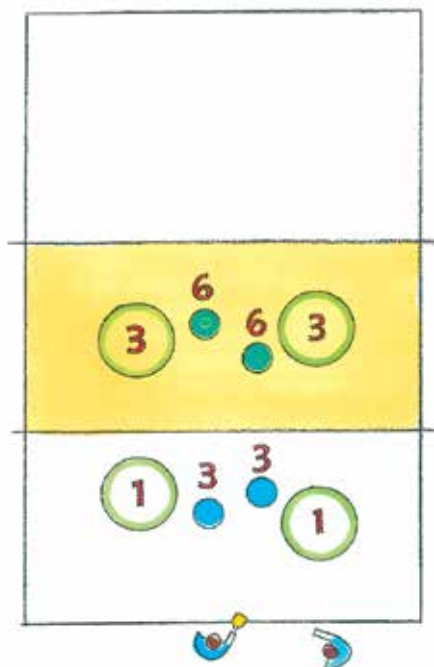
Game rules

- > **Easier serve** – the feeder places the ball on the racket for a hit; or tosses it, depending on ability.
- > **2-bounce rule** – allow 2 bounces if necessary.
- > **Hit a bucket** – an easier option is to allow one point for hitting the bucket.
- > **Time challenge** – how many points in 3 minutes?
- > **Team challenge** – how many total points (best of 2 rounds)?
- > Vary the time/team challenge according to ability.



Playing area

- > Change the position of the hoops and buckets. Have scoring zones.



Equipment

- > Vary the type, size and weight of the balls and bats/rackets used according to ability
- > Allow player choice.

Safety

- > Ensure adequate space for the number of players. Allow enough space between groups.
- > Players must ensure play has stopped before running into another group's area.

Bucket and hoop

Ask the players

Hitters

- > What technique was most accurate in scoring points?
- > Where was the ball positioned when you were striking it most accurately [e.g. at hip/waist height and slightly in front of me]?

Feeders

- > How did you work out where to bounce the ball in order for it to be in the right position for the hitter?

Collectors

- > What cues could you use to work out which direction the hit was going to go [i.e. position of hitter's feet/shoulders, direction of their arm swing or position of the bat]?

Teaching tips

Hitters

- > Keep your eye on the ball and hit the ball when it gets to waist height and is slightly in front of your body.
- > Swing your arm so that the bat follows through in the direction you want the ball to go.

Feeders

- > Aim your passes slightly in front of the hitter and at waist height. Bounce the ball half way between you and the hitter.

Collectors

- > Watch the direction of the hitter's arm swing and the position of their body to predict where the ball will go.