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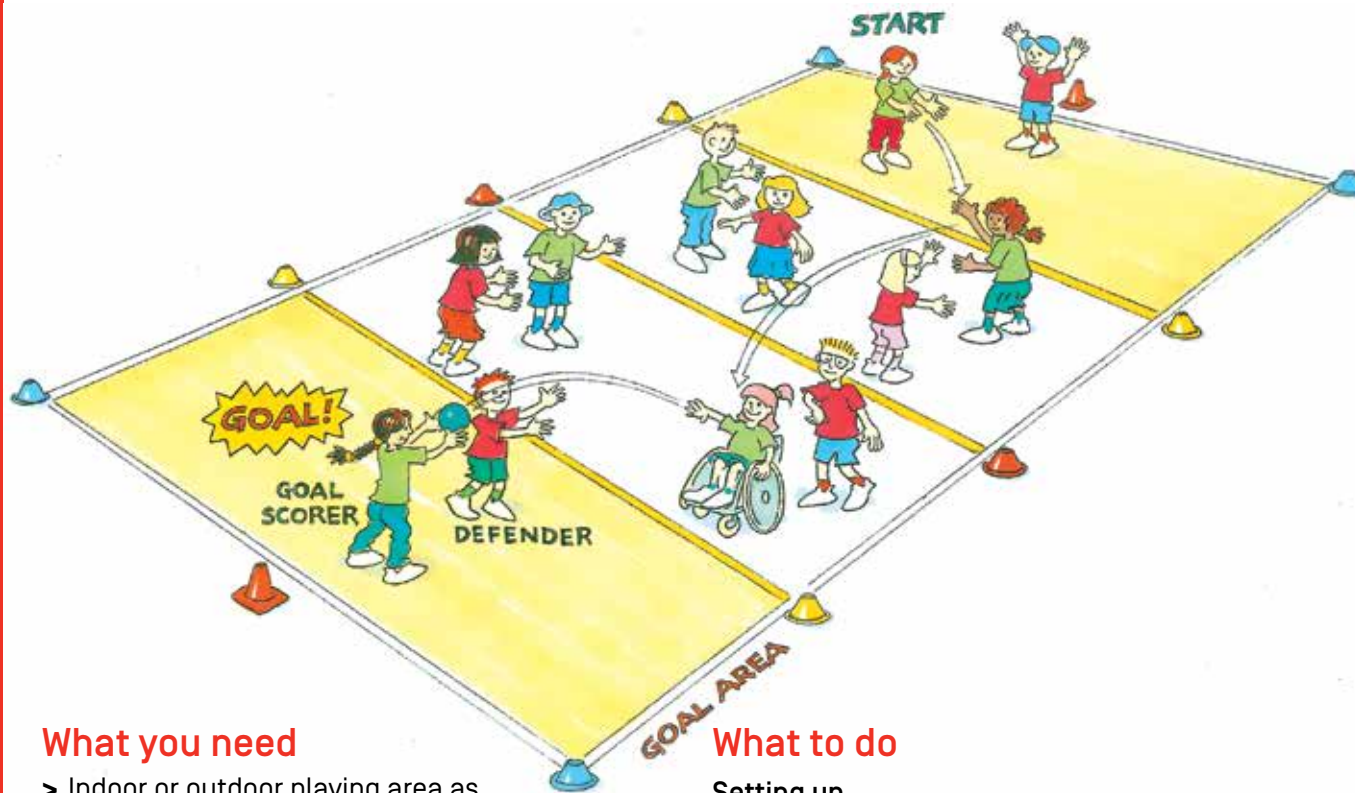
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SKILL DEVELOPMENT

GAME CONCEPTS

End to end

Players from 2 opposing teams are paired off and spread the length of the court. On a signal, the player with the ball at one end passes the ball to a team-mate in the next zone. This continues until a goal is scored at the other end.



What you need

- > Indoor or outdoor playing area as shown 12 zone markers
- > 2 goals such as witch's hats, plastic bins, netball goal rings
- > 1 medium-sized ball

What to do

Setting up

- > Form 2 even teams, one with bibs.
- > Players pair up with a member of the opposing team.
- > Players distribute themselves in pairs – one pair in each goal area and the other pairs evenly distributed across the zones.

Playing

- > The goal defender of the attacking team starts with the ball.
- > The ball must be passed to a team member in each zone.
- > Defenders try to intercept the ball.
- > The goal scorer [attacking player] is the only player who can shoot for a goal. Rotate this position after each goal is scored.
- > No running with the ball; alternatively, a player can run with the ball until tagged, then must pass within 5 seconds.

Scoring

- > A goal is scored when a cone is hit [or ball reaches alternative target].
- > First team to score 3 goals wins.
- > **Option** – an intercept scores a point too.

LEARNING INTENTION

End to end builds on introductory invasion activities requiring passing. The game requires close marking, creating space and anticipation. A useful lead-in to games like basketball, netball and football codes.

PHYSICAL LITERACY ELEMENTS

OBJECT MANIPULATION COORDINATION

CONTENT KNOWLEDGE

STRATEGY AND PLANNING

AC:HPE CONTENT DESCRIPTIONS

ACPMPO43

ACPMPO45

ACPMPO61

ACPMPO63

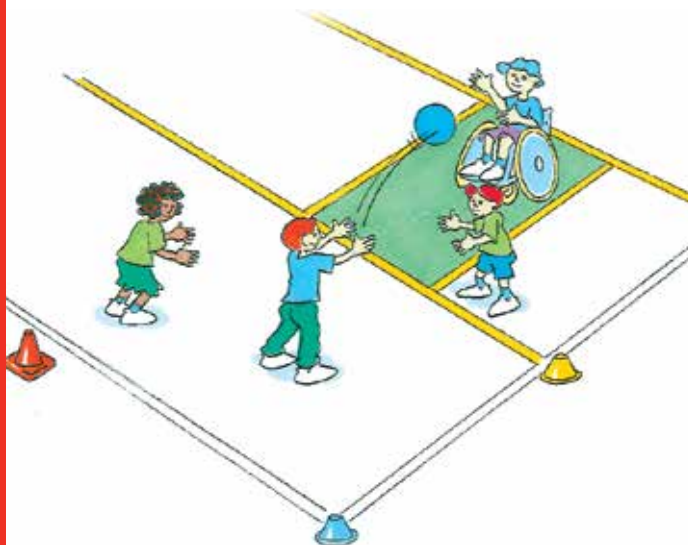
change it...

Coaching

- > Highlight to the whole group good examples of passing and space finding/interception.
- > Ask the players for ideas to ensure all players are included.

Game rules

- > Include everyone – use an interceptor-free zone to assist in this, if required.



- > Experiment with a variety of passes – tell players which pass to use, or allow players to choose.
- > Scoring is changed so that, provided the ball reaches a player at the scoring end (catch optional), the goal is counted.

Easier

- > Defenders (without ball), must stay at least 1m from the player with the ball.
- > Allow up to 3 steps with the ball
- > Play with uneven teams: fewer defenders.

Harder

- > The ball can only be thrown in the direction of the goal – i.e. it cannot be passed backwards in a zone.
- > Limit the time for passing the ball to 3 seconds.

Equipment

- > Use different balls – vary size, shape, density and hardness.

ALTERNATIVES



Playing area

Adjust the size and number of zones to suit the size of the group.

End to end

Safety

- > Ensure adequate space for the number of players.
- > Players should have done space/player awareness activities before playing [e.g. *All in tag* and *Look out for others!*]. This is important if the zones are made smaller.
- > No body contact.
- > Ball cannot be taken out of the hands of a player.

Ask the players

Which sports does this game have similarities to?

Throwers

- > What can you do to ensure your team keeps possession?
- > How can you deceive the interceptors?

Catchers

- > What can you do to ensure you receive the ball?