# Selectly

# **SPORTAUS**





# Keep the ball up

A group of players try to keep a ball off the ground by passing it to each other.

Groups of 3 or more.

## What to do

#### Setting up

> Choose a medium sized ball. A beach ball or similar is suitable for beginners.

#### Playing

- > Start with a free-play version rules can be decided later.
- > Introduce rules as required with Change it.
- > Encourage a variety of passes 'hot potato', where the ball is immediately hit away is a useful variation.

# Change it

- > Play 2 v 2 decide whether you want the nogo space between pairs to be out of bounds. Decide whether both players must touch the ball before it is returned. Is a 3rd or 4th touch allowed before return?
- > Other combinations 2 v 3, 2 v 4.
- > Vary the type and size of ball including balloons, type of pass, allowable number of consecutive hits per person. A smaller playing area assists players with coordination or mobility restrictions.





> Modify the game by allowing any suitable pass to and from a player with less developed skills or restricted movement (e.g. Player 1 passes to Player 2 who catches the ball, makes an appropriate pass to Player 3 who immediately returns the ball to Player 2 and the game continues).

## Scoring

> Not scoring is an option, alternatively, how many consecutive passes without the ball touching the ground?

## Safety

- > Choose a flat, obstacle-free playing surface
- > Ensure players know what to do if a ball strays into another group.
- > Encourage players to call 'mine'.



# Ask the players

- > How do you feel before, during and after the activity?
- > What strategies can you use to keep positive when you are finding the game difficult?
- > Did you change the way you kept the ball off the ground? Why?

#### **LEARNING INTENTION**

This activity emphasises a variety of strategies for keeping a ball off the ground, particularly overhead passing.

PHYSICAL LITERACY ELEMENTS

OBJECT MANIPULATION

SELF-REGULATION (FMOTIONS)

COLLABORATION REASONING

AC:HPE CONTENT DESCRIPTION

ACPMP025

ACPMP043 ACPMP045