



Pepper

One batter and dispersed players. Whoever fields the ball pitches, throws or bowls the ball immediately to the batter. The game can be set up quickly. Groups of 5 or more.

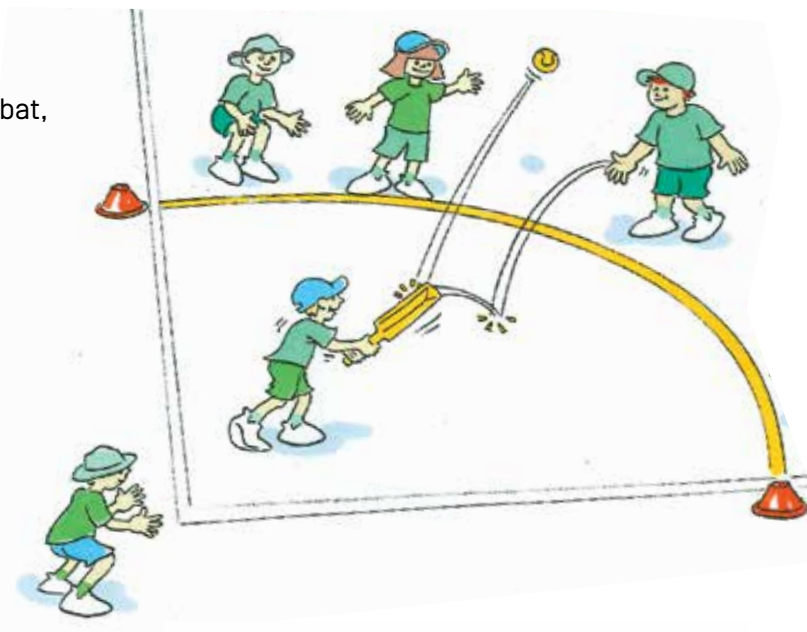
What to do

Setting up

- > Suitable striking instrument – modified bat, paddle bat, racket
- > Suitable ball – sponge ball (slow), tennis ball (faster)

Playing

- > Establish a fielder-free area in front of the batter.
- > Play **cooperatively** (the batter tries to hit to fielders).
- > Start with a one-bounce delivery and advance to a no-bounce delivery.
- > After a pre-determined number of hits, the batter changes place with one of the fielders.



Ask the players

'Freeze-frame' the activity to discuss fielding options to minimise long hits, and batting options to find space. Use role models and explore with questions.

Safety

- > Choose a ball to suit the ability of the players.



Change it

- > Modify the game by having the fielder pass the ball to a nominated bowler.
- > The nominated bowler stands in a position that will allow a delivery appropriate to the ability of the batter.
- > **Receive, bounce and return** – what else can you do with the ball before returning it?
- > **Other** – type of ball, type of throw, speed of throw or size of fielder-free area.
- > Challenge students to hit to anyone or in gaps between players for classic catches!

Ask the players

- > How do you need to position your hands ready to catch the ball?
- > Where is the best place to aim to throw the ball to your partner so they can catch it?
- > Should you hit the ball soft or hard to make it easy for the fielders to catch it?

LEARNING INTENTION

Pepper combines different ball delivery methods, striking and fielding.

PHYSICAL LITERACY ELEMENTS

OBJECT MANIPULATION REACTION TIME

COLLABORATION

PERCEPTUAL AWARENESS

AC:HPE CONTENT DESCRIPTIONS

ACPMPO43

ACPMPO61