Learning Intention
To refine accuracy of shots at targets from different distances and develop strategies for scoring as a team.

Skill Focus
Throwing, rolling, shot placement

What you need
- Boccia balls or alternatives (see Equipment)
- Tape or chalk to mark a playing area
- Suitable indoor or outdoor playing space

What to do
- Aim is to place 3 balls across, down or diagonally as in the game Noughts and Crosses.
- Divide into two teams of 2-3 players (6 balls per team) who take turns throwing.
- All players should be seated.
- Balls that do not reach or come to rest in occupied squares are ‘foul balls’ and removed from the area.
- Players wanting to ‘take over’ a square occupied by the opposition must nominate the square prior to taking a shot. If the ball does not land in the nominated square it does not count and is removed.
- After all balls have been played scores are added up.
- One point for each occupied square, plus 5 points for three in a row. When one team achieves a winning line the ‘end’ is over.

Curriculum links
ACPMP043, ACPMP045, ACPMP061, ACPMP063, ACPMP080, ACPMP082
Noughts and Crosses

Teaching Style
• Encourage teams to discuss tactics both at the start and during a game.
• Encourage sportsmanship. For example, if a ball lands on a line, players should agree in which box the ball should be placed.

Rules
• Modifying rules to suit different abilities, e.g. some players can have more attempts (balls to use).
• Give teams the choice of either throwing to score or to knock opposing balls out of scoring boxes.

Equipment
• Boccia ball alternatives include objects such as bean bags, paper and tape balls or Koosh balls.
• Use beanbags or non-bouncing/rolling objects to make it easier to score points.
• To increase the challenge place skittles in each square. If a skittle is knocked over, the scoring ball is placed in the square and the skittle removed.

Environment
• Increase or decrease the box sizes.
• Place the throwing line closer or further from the target boxes.
• Players can play from different positions, for example, teams at opposite sides of the target boxes.

Safety
• No one enters the target area during play.

Ask the players
• How can you cooperate to ensure you do not block your teammates?
• How do you decide which box to aim for?

SPORTS ABILITY