



SPORTS ABILITY

Tee Ball

Chain Gang

A cooperative team game that develops the skills of Tee Ball.

Learning Intention

To practice striking, catching and throwing skills whilst working as a team to prevent the opposition from scoring.

What you need

- Suitable indoor or outdoor space
- Tee-ball bat and ball or alternatives (see Equipment)
- Batting tee
- Base markers - these should be flat strips or discs. Use cricket wickets if playing cricket version.

What to do

- Divide players into two equal teams.

Batting team

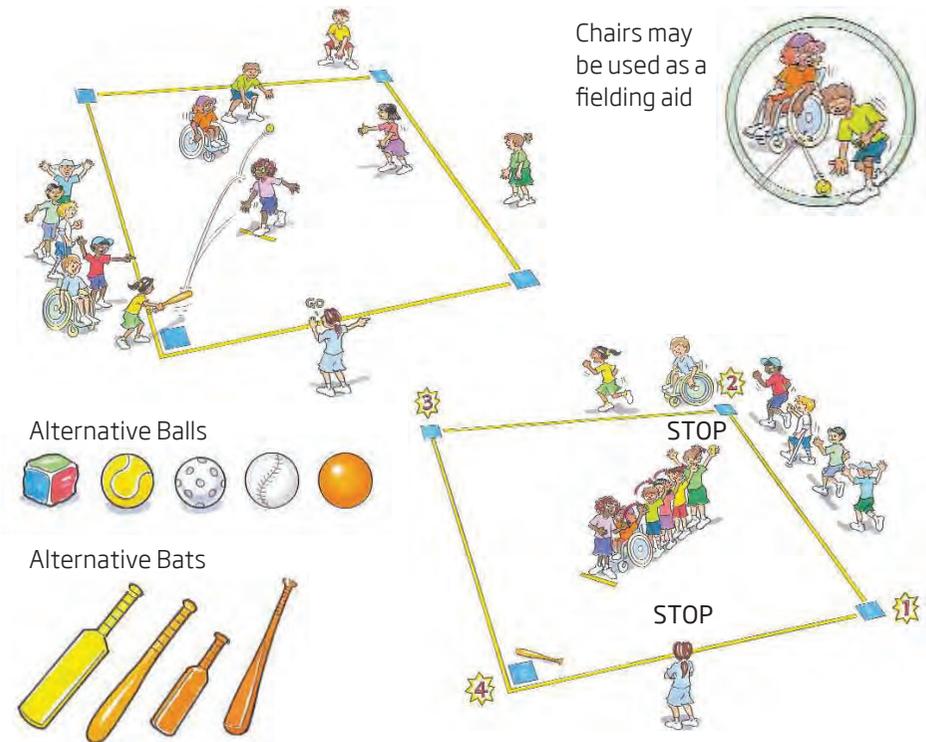
- Batter takes position on home base (or wicket for cricket version - see Rules).
- Remaining batters line up in single file near the batter (at a safe distance).
- Batter hits off a tee or pitched ball.
- All batters then attempt to run as a group around the bases.
- Allow one 'good' hit for each batter, i.e. hit between the angle of home, first and third base.

Fielding team

- Fielder who fields the ball moves to the pitcher position (or a marker disc). All other fielders line up behind the player with the ball.
- Fielders pass the ball over their heads until it reaches the last fielder who holds the ball in the air and shouts 'stop!'
- Umpire checks the position of the batting team when 'stop!' is called. One run is scored for each base passed by the last player in the line.

Skill Focus

Catching, fielding, shot placement, striking, throwing.





Teaching Style · Rules · Equipment · Environment

Use the TREE model to modify the game. Below are some suggestions or try your own!

Teaching style

- Encourage batters to vary the types of hits they use e.g. short hits, long hits and bunts.
- Use player role models to emphasise an effective side-on batting stance, good ball placement and effective fielding.

Rules

- Cricket version: when the batter strikes the ball, the team run in a relay format to a nearby wicket, set away from the fielding team. Score is calculated using the same method as the tee-ball version.
- Vary the course to be covered by the batting team, or the task to be completed by the fielding team.

Equipment

- Include a variety of bats e.g. different sized tee-ball bats, plastic bats, paddle bats.
- Use larger, slower balls to reduce speed of the game or smaller, faster balls to speed it up.

Environment

- Increase or reduce the distance to be covered by the batting team.
- Vary the positions of the fielding team. Have more or less fielders inside the bases.

Safety

- Bats must be dropped and not thrown.
- Umpire to remove tee after batter has hit the ball.
- Batting team should run outside the bases and fielders line up inside the bases.
- Waiting batters remain in 'safety zone' to the rear of the batter.

Ask the players

Batters

- What will you think about when preparing to hit your shot?
- Where will you aim to place the ball?

Fielders

- How can fielders work together to return the ball to the infield as quickly as possible?
- What will you do to ensure the ball gets passed quickly along the line?