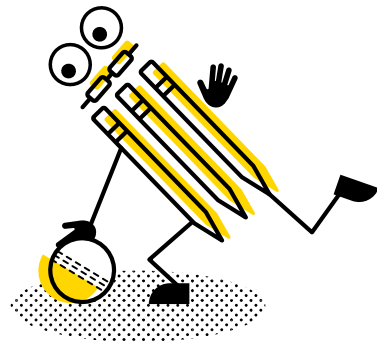
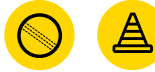


Ferocious Fielder: Starter

Space invaders

Equipment (per game)
Variety of balls
16 cones (or 4 hoops)



How to set up

- In each of the four corners of the play space, create a planet using the cones/hoops
- In the centre of the learning space place all the balls (various weights and sizes)
- Divide the group equally into 4 teams, each based at one of the planets

How to play

- Children from each team take it in turns to steal balls from the middle, roll it back to their planet and run after it
- Once the child has returned to their planet, the next teammate can go
- Once all balls are taken from the middle, teams can steal balls from other planets
- The team with the most balls on their planet when the game ends, wins

Physical skills

- What position can you get into to help get an accurate roll back to your team?
- What height did you release your ball at when throwing?

Life skills

- Can you come up with a team name?
- How did you encourage and cheer your teammates when they were playing?

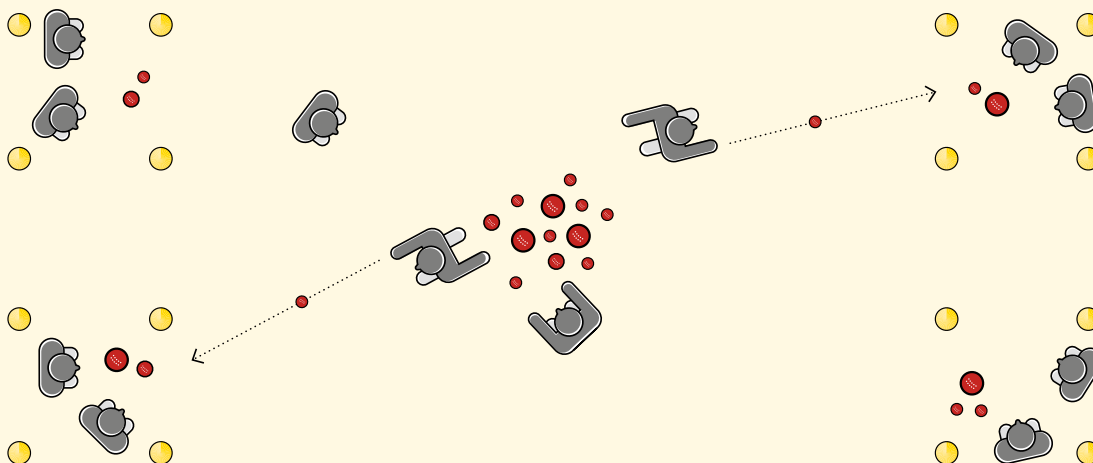
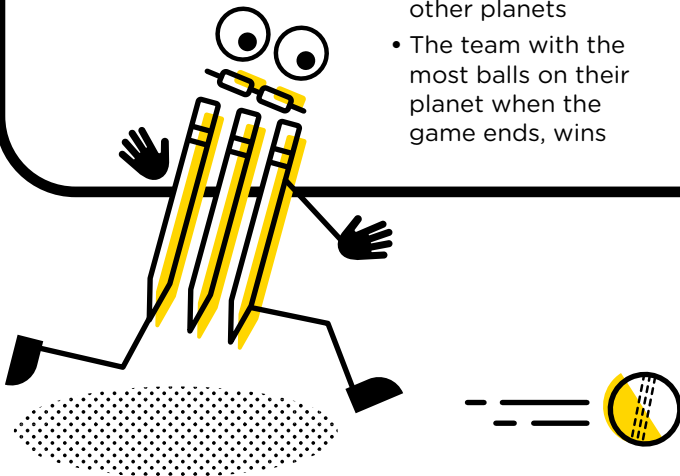
STEP

Make it easier...

- Space** - Reduce distance to centre
- Task** - Allow children to carry the ball back to their station
- Equipment** - Use larger balls
- People** - Split group into two games

Make it harder...

- Space** - Increase distance to centre
- Task** - Introduce different throw or movement types
- Equipment** - Have a variety of balls/equipment with different points for each
- People** - Reduce numbers in each team



Key

- Roll
- Ball
- Cone