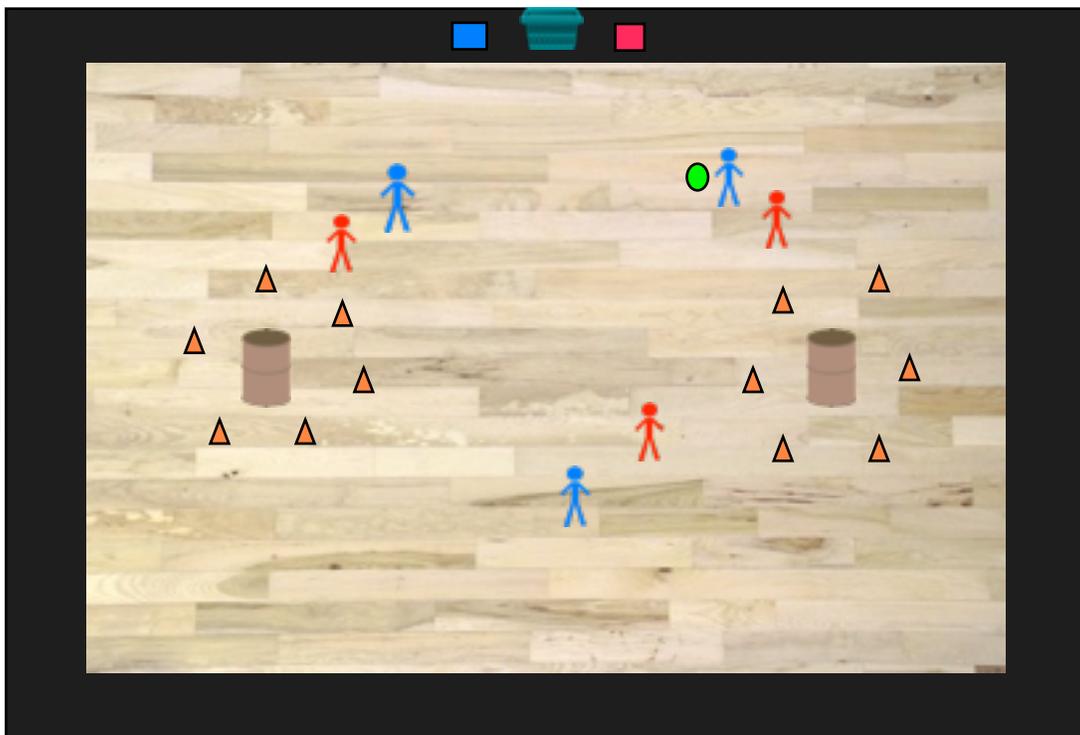


Barrel Ball

Overview/Directions & Rules

Play starts with one player in possession of the ball in the perimeter of the playing area. He/she may run anywhere in the perimeter to create space to make a pass in bounds. The ball is progressed into scoring position by passing and catching. The ball may only be held for 3 seconds before a pass must be made. Once passed in bounds no person may run with the ball. If the ball hits the ground the opposite team gains possession and runs it out of bounds in the perimeter to put it back into play. If a player scores, he/she must run out of bounds, put a beanbag with the color representing his/her team into the basket. If the ball is cleanly intercepted by the defense at any time it does not have to be run out of bounds, play continues from there. Offensive players can score in either barrel. In this game a defensive player may not guard the barrel, each player must be actively guarding another player. When all 4 beanbags (or whatever number you choose to use) for one team are in the basket - walk and talk tactics then start a new game. After a specified amount of time, rotate teams so teams have opportunities to challenge other teams.

CREASE
AREAS
MARKED
WITH CONES



Equipment: barrels, cone markers, foam ball, a way to distinguish teams, 1 basket/container with 8 beanbags (2 different colors), pedometers (optional), a marked perimeter

Game Objective: To work with teammates to move the ball and score points by throwing or tossing the ball into a barrel.

Set Up: For each small sided game two barrels are set at opposite ends of the playing area. Each is surrounded by cone markers to form a crease that no player may enter. I've used this game with 4v4, 3v3 and as small as 2v2.

Tactical Focus: Any associated with games of invasion - I focus on the following: Moving to create space to pass and shoot, and Moving to support a teammate with the ball

Skill Focus: Throwing & Catching

Fitness Focus: Achieving high levels of MVPA during game play (Fitness thread - already established)

Character Focus: Social Intelligence (Personal & Social Thread - already established)

Barrel Ball

Teaching Progressions - Game spaces are set up equipment and markers. These are the progressions I use.

Level 1 – Moving with Balance & Control Music On - All players challenged to move into open spaces, stopping with balance and control staying in bounds but out of the crease areas..

Level 2 – Open Spaces - With class divided into teams and wearing pinnies, all players are challenged to continuously move and relocate to spaces away from his/her teammates while staying in bounds and out of the crease areas.

Level 3 - Smaller Space - Designate 2 teams per playing space. Repeat challenge as #2 in the smaller spaces.

Level 4 - Team Best - Add a ball for each team. Challenge each team to pass and catch the ball as many times as possible without letting the ball hit the floor, staying in bounds and out of the crease areas. No player may run with the ball. After passing a player must relocate to another open space. If the ball drops to the ground the team must walk the perimeter and talk tactics answering the questions - What can we do in order to complete more passes next time? Then they may attempt to beat their highest score.

Level 5 - Score - This is similar to level 4 but this time if the team can complete 5 passes in a row the player with the ball can attempt a throw to score in a barrel. If the ball hits the ground the ball must be run out of bounds in the perimeter to be put back into play. Each time they score they may put one of their beanbags into the basket.

Level 6 - Warm Defense (TGFU Term) - Take one of the balls out so there is only one ball in each play space. Introduce the transition from offense to defense when the ball hits the ground and what happens if there is a clean interception. Review how to play "warm" defense. You can decide whether you will change that later or not. Let them know that only the person who scores can put the beanbag in the scoring basket and they must hurry because the other team can run the perimeter and put the ball back into play immediately.

Level 7 - Game On - At this point you have the full game in play. Decide based on your students whether or not to move forward from "warm" defense.

Safety Considerations

Stress moving and stopping with balance and control.

Warm defense requires players to be an arms length distance from an opponent.

GUIDING QUESTIONS

Throughout the teaching/learning progression use what, how, and why questions to guide discovery and learning. The flow of the class will dictate what those questions are. My questions in this unit revolve around the the focus of the unit and cognitive threads that have been established:

- * Skill Efficiency
- * Force Production & Control
- * Offensive and defensive tactics
- * Playing games with social intelligence
- * Applying conflict resolution strategies
- * Consciously moving for MVPA during game play

** I get empty chain barrels free at my local hardware store. They come in a number of different sizes. I find a lot of different uses for them. However this game could easily be set up with a variety of different scoring receptacles.*

