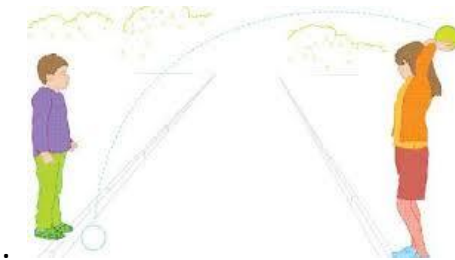


## Ball Games

### Kerbs / Kerby



**Resources:** Two players, one football and a quiet road with kerbs.

**The idea:** two players stand on opposite sides of the road and throw a football to hit the kerb on the other side.

#### Scoring:

- 10 points for simple kerb hit.
- 20 points if the ball rolls back to your kerb
- 50 points if you catch the ball on the rebound
- 100 points if you score a hit by throwing the ball backwards over the head.

*After the initial hit, players then move to the centre of the road and use one-handed throws to hit the curb for 5 points each, only losing their turn when they finally miss one.*

**Differentiate:** use a larger ball or use a balloon.

### Space Invaders.



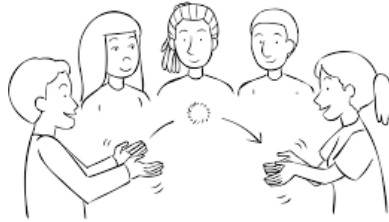
**Resources:** at least three players (better with more), a high wall and a tennis ball.

**The idea:** one player attempts to hit the other players with a tennis ball as they take turns running across a short distance in front of a high wall.

**Scoring:** once you're hit you're out. Last one out is 'on' for the next game. To make it last longer, each pleyer can have a number of lives to lose before they're out.

**Differentiate:** use a larger ball or soft sponge ball to reduce the possibility of injury.

### Donkey



**Resources:** a ball to meet the ability of the group of children. 3+ number of children.

**The idea:** players stand / sit in a circle throwing the ball to one another. If a child drops the ball when it's thrown to them they're 'D' another drop and they're 'D-O' another and they're 'D-O-N' all the way to D-O-N-K-E-Y until they're out.

### Differentiate

**To simplify:** throw the ball in an orderly fashion around the circle. Reduce the size of circle so they have less distance to throw.

### Piggy in the middle.



**Resources:** three children and a ball.

**The idea:** one child throws a ball to another, while a third stands in the middle and tries to intercept and catch the ball. If they do, they switch place with the thrower, who becomes piggy in the middle.

### **Differentiate**

**To simplify:** use a larger ball.

**Increase challenge:** increase the numbers of participants in the middle and either side.

### **A is for .....**



**Resources:** a ball that is easy to bounce and two or more players.

**The idea:** bounce the ball steadily while chanting: *'A! My name is Albert, my friends name is Annie, we live in Africa and we sell Apples'*. Continue on to B, C, D and so on, with each player coming up with new names, players and items for each letter, on the bounce of the ball. If they drop the ball or can't think of a word for the letter, the play moves onto the other player.

### **Differentiate**

**To simplify:**

Pre-teach some vocabulary for each of the letters and the category.

Reduce the number of categories

**Increase the challenge:**

Add a time challenge. The child must complete a number of sets within an agreed time.

## Sevens



**Resources:** two or more players and a tennis ball.

**The idea:** complete the following routine without dropping the ball.

1. Throw the ball against the wall and catch.
2. Throw against the wall, allowing one bounce and catch in your hands.
3. Throw against the wall, but clap once before you catch the ball.
4. Throw to the wall, allowing one bounce and spin around before you catch the ball.
5. Clap your hands behind your back before the catch.
6. Touch the ground.
7. Jump up and clap.

### **Differentiate**

Add more challenge by completing the round with either: one hand, under a leg or eyes closed.