

Base Games

19 FUN ACTIVITIES FOR KINDER TO 8TH GRADE

BlasterBall

SKILL FOCUS	GROUP SIZE	COMPLEXITY	EQUIPMENT
Striking Fielding	10+	●	Bats Balls Markers

- Setup multiple playing areas as shown
- In each group there is a fielding team and a batting team
- Batting team lines up at 3rd base with one hitter and a team mate who pitches them the ball
- If a batter successfully hits the ball into the field of play the aim is to run to either the 1st, 2nd or 3rd base. 1 point for 1st base, 2 points for 2nd base and 3 points for 3rd base. If a batter reaches 3rd base they join the end of their line
- The fielding team aims to stop the batter from making it to 3rd base by fielding and throwing ahead to a base.
- If a batter is caught out or run out, no points are awarded.
- Each batter has two at bats and then teams switch over



Batters Bonanza

SKILL FOCUS	GROUP SIZE	COMPLEXITY	EQUIPMENT
Striking Fielding	4-5	●	Bats Balls Hula Hoops

- Setup multiple playing areas as shown
- The aim of the game is for students to hit balls out into the playing area aiming for the hula hoops
- Fielders stop the ball if it does not go into a hoop and place it on the ground. Play with no defenders, students try to pass and move to complete set amount of passes
- Batters each have 3-4 hits and then switch over
- Play until every student gets multiple bats
- Award a point system for each hoop e.g further ones are worth more than others
- The student with the highest score is determined the winner



MODIFY IT

- ✳ Balls do not have to stop in the hoop, they can simply pass through
- ✳ Change the size of the object e.g a beachball, volleyball etc
- ✳ Change the implement students strike with
- ✳ Change the size of the targets
- ✳ Fielders aim to stop balls before they reach a hoop

ASK STUDENTS

- ✳ Which targets did you aim for

Rapid Rounders

GROUP SIZE	COMPLEXITY	EQUIPMENT
12+ or Whole Class	●	Bats Bases Balls Markers

- Setup multiple playing areas as shown or simply as a whole class
- The aim of the game is for students to hit balls into the field of play and run around as many bases as possible
- Fielders aim to catch the ball to get the batter out or to stop the runner by passing the ball to a 'stop' (red) base. When they do they yell 'freeze'
- The runner stops at or returns to the last white base they touched and waits for the next batter
- The game ends when a batter from their team hits a ball into play. The aim is to get back to the bases as fast as possible. 1 point awarded for a home run
- The batting team has had a hit



MODIFY IT

- ✳ Increase or decrease the distance of the red or white bases
- ✳ Change the striking implement
- ✳ Change the method of striking a ball e.g throwing/kicking
- ✳ Fielders have to throw to all 3 'stop' bases
- ✳ Last hitter = fielders have to throw to all 4 stop bases (gives time for last runner to get around the white bases)

ASK STUDENTS

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Introduction

Welcome to Powerhouse PE - Base Games!

Inside this resource, you'll get 13 fun activities you can use with Kindergarten through 8th Grade. These are designed to build skills for any type of bat, ball and base game - including baseball, softball, tee-ball, kickball and cricket. Each activity is explained with simple instructions, equipment lists, diagrams and modifications.

Skill Focus

Each activity will have a skill focus, focused mostly on striking, throwing, catching and fielding.

Group Size

All of these activities are designed to work with smaller or larger groups. A group size is provided, but this is just the minimum number of students you will need for the game to work. For larger groups, you can increase the number of players in the game, or create multiple stations with smaller groups.

Complexity

Each activity is rated on a Complexity scale indicating how difficult the skills are to perform.

Green - recommended for Kindergarten and up (or with modifications for older children)

Yellow - recommended for 3rd grade and up (with modifications for younger or older children)

Red - recommended for 5th grade and up (with modifications for younger or older children)

Modifications

We've also included modifications to make the games easier or harder, for different age levels.

Ask Students

Some games also include review questions you can ask your students - allowing you to reinforce key coaching points, rules or skills.

Batters Bonanza

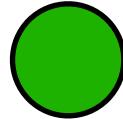
SKILL FOCUS

Striking
Fielding

GROUP SIZE

4-5

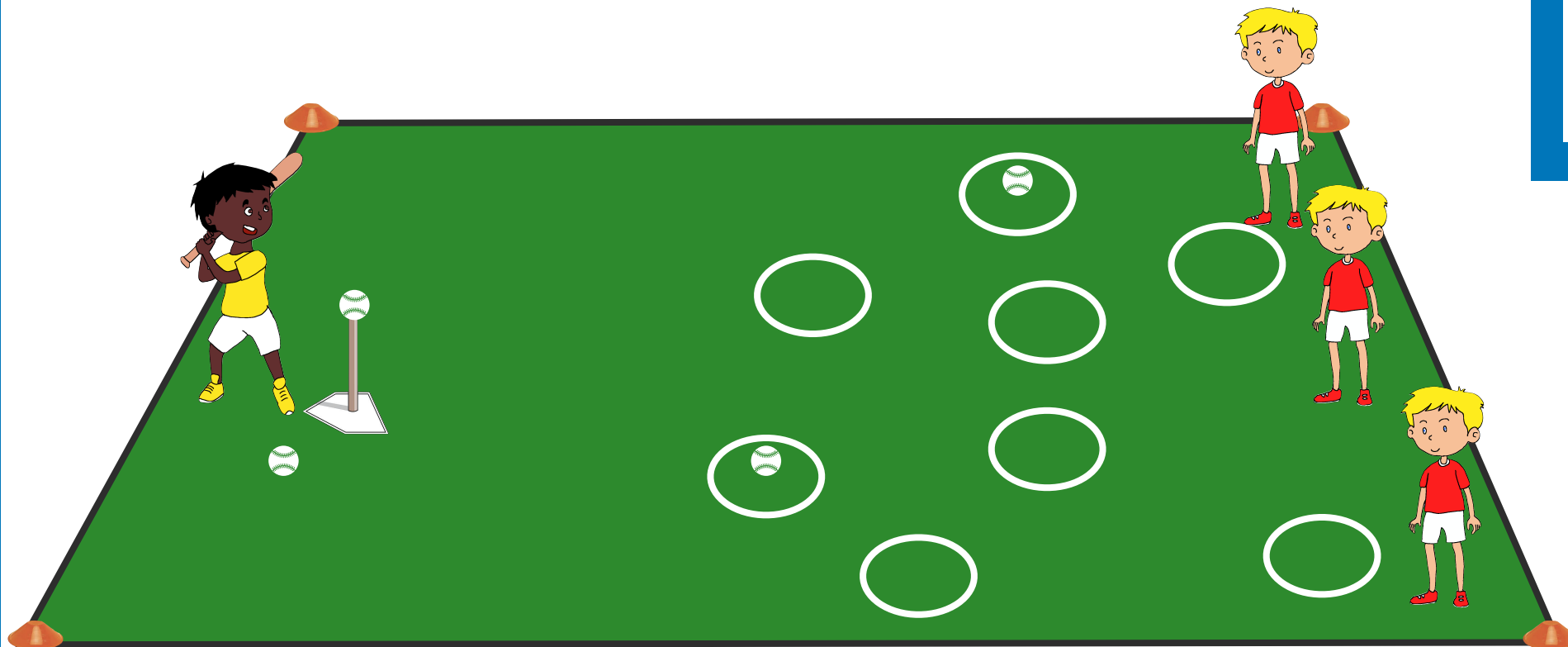
COMPLEXITY



EQUIPMENT

Bats
Balls
Hula Hoops

- Setup multiple playing areas as shown
- The aim of the game is for students to hit balls out into the playing area aiming for the hula hoops
- Fielders stop the ball if it does not go into a hoop and place it on the ground
- Batters each have 3-4 hits and then switch over
- Play until every student gets multiple bats
- Award a point system for each hoop e.g further ones are worth more than others
- The student with the highest score is determined the winner



MODIFY IT

- ★ Balls do not have to stop in the hoop, they can simply pass through
- ★ Change the size of the object e.g a beachball, volleyball etc
- ★ Change the implement students strike with
- ★ Change the size of the targets
- ★ Fielders aim to stop balls before they reach a hoop

ASK STUDENTS

- ★ Which targets did you aim for and why?
- ★ How much power did you use for a close target? Far target?

FOUR CORNERS

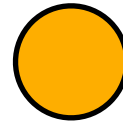
SKILL FOCUS

Striking
Fielding

GROUP SIZE

8

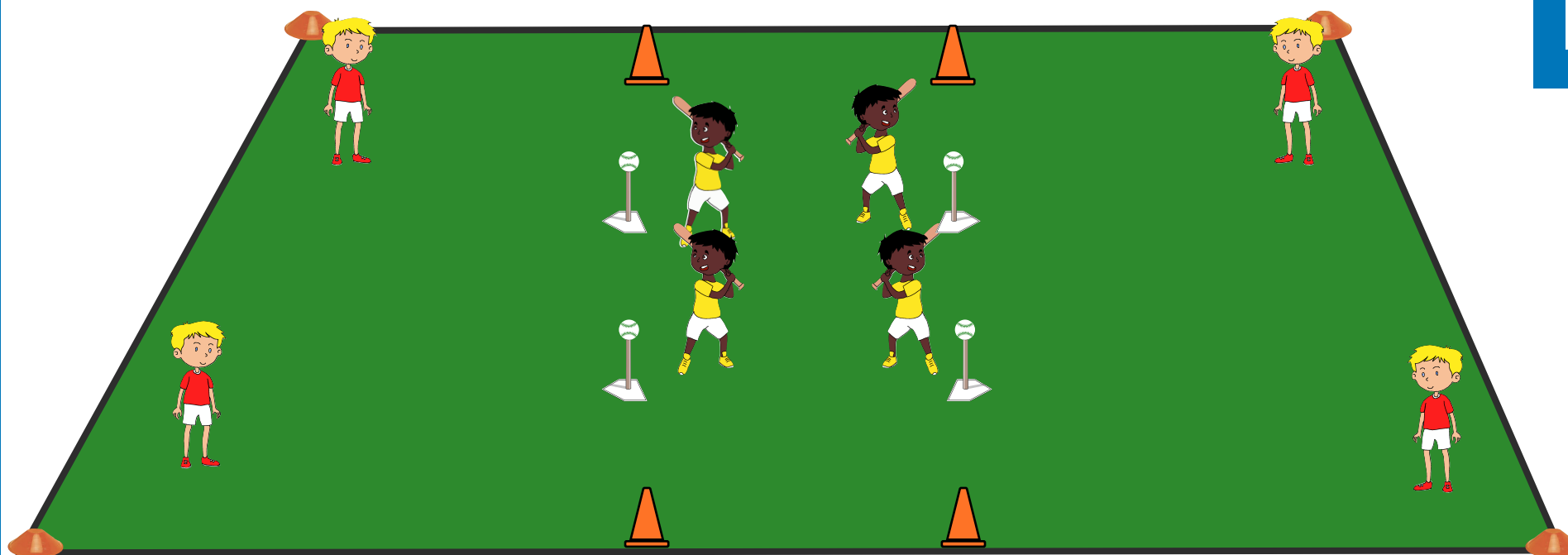
COMPLEXITY



EQUIPMENT

Bats
Balls
Cones

- Setup multiple playing areas as shown
- 4 fielders and 4 batters
- The aim is for batters to all strike at the same time and run around their designated tall orange Cone
- Batters score a run for each time they run around their Cone and back to their hitting tee
- Fielders aim to stop the ball and return it to the tee, if they do so before the batter returns then no run is scored for that batter
- Batters have 3 swings each and calculate their runs. Add up the totals of all 4 batters to determine a team score
- Switch roles after 3 swings



MODIFY IT

- ★ Make fielding space smaller, so there is less running
- ★ Add another fielder to each of the 4 sides (8 fielders in total)
- ★ Students can strike a smaller or large ball
- ★ Change the striking implement
- ★ Add a target on the floor for bonus point e.g a tall Cone

ASK STUDENTS

- ★ Where should you aim to strike the ball to score maximum runs?
- ★ As a fielder, how can you prevent runs?

Parallel

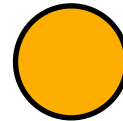
SKILL FOCUS

Gameplay
Passing and moving

GROUP SIZE

6-8

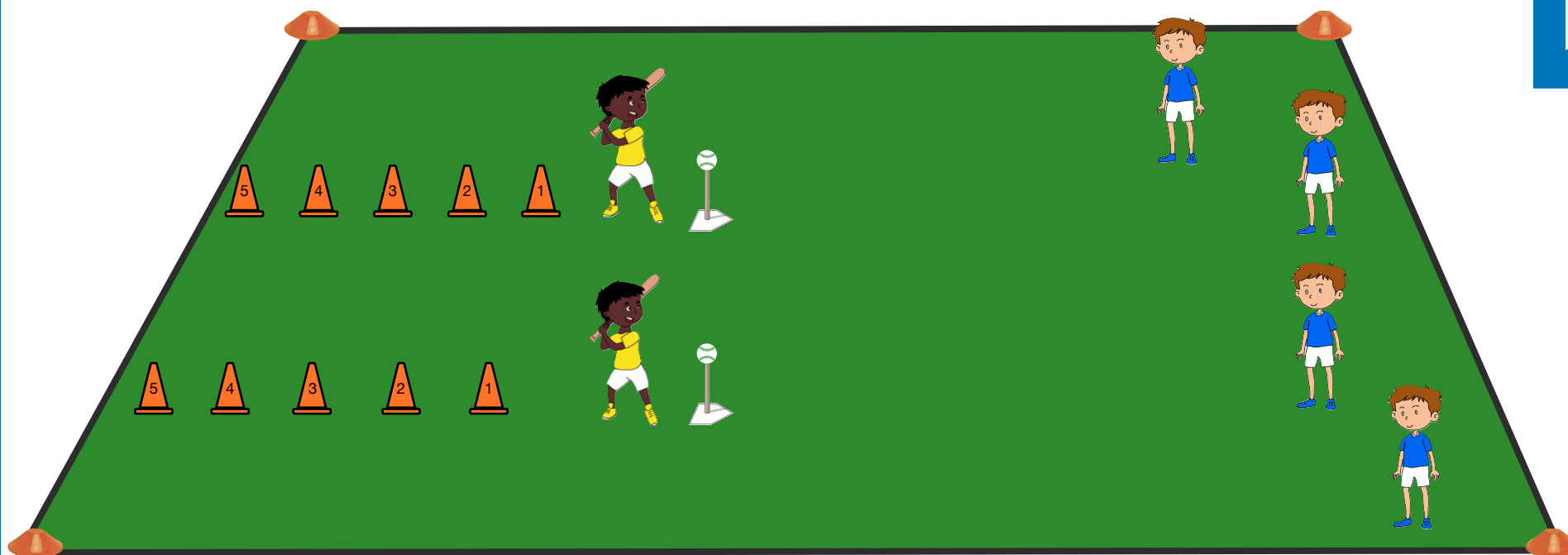
COMPLEXITY



EQUIPMENT

Bats
Balls
Cones

- Setup multiple playing areas as shown
- The pair of batters aim to hit into the field of play at the same time
- If a hit is successful, they turn around and run around a numbered Cone of their choice.
- Batters score that many points if they successfully reach it back to their tee before the fielders can return the ball to the tee
- If a batter does not make it back in time, no points are awarded.
- Catches = 3 points off
- Each batting team adds up their points after 3 swings and another pair become batters
- Rotate until all players have batted
- Winning team is the team that scored the most points



MODIFY IT

- ★ Increase or decrease the distance between the Cones that the batter has to run to
- ★ Students chooses object they want to strike e.g teeball, volleyball, soft skinned gator ball
- ★ Fielders return the ball to a hula hoop placed in the middle of the fielding area (a designated student can field here and act as the 'catcher'). Students must throw or roll the fielded ball to the 'catcher'

ASK STUDENTS

- ★ Where should you aim to strike the ball to score maximum runs?
- ★ As a fielder, how can you work with your team to prevent runs?

Race the Base

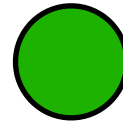
SKILL FOCUS

Striking
Fielding

GROUP SIZE

4-6

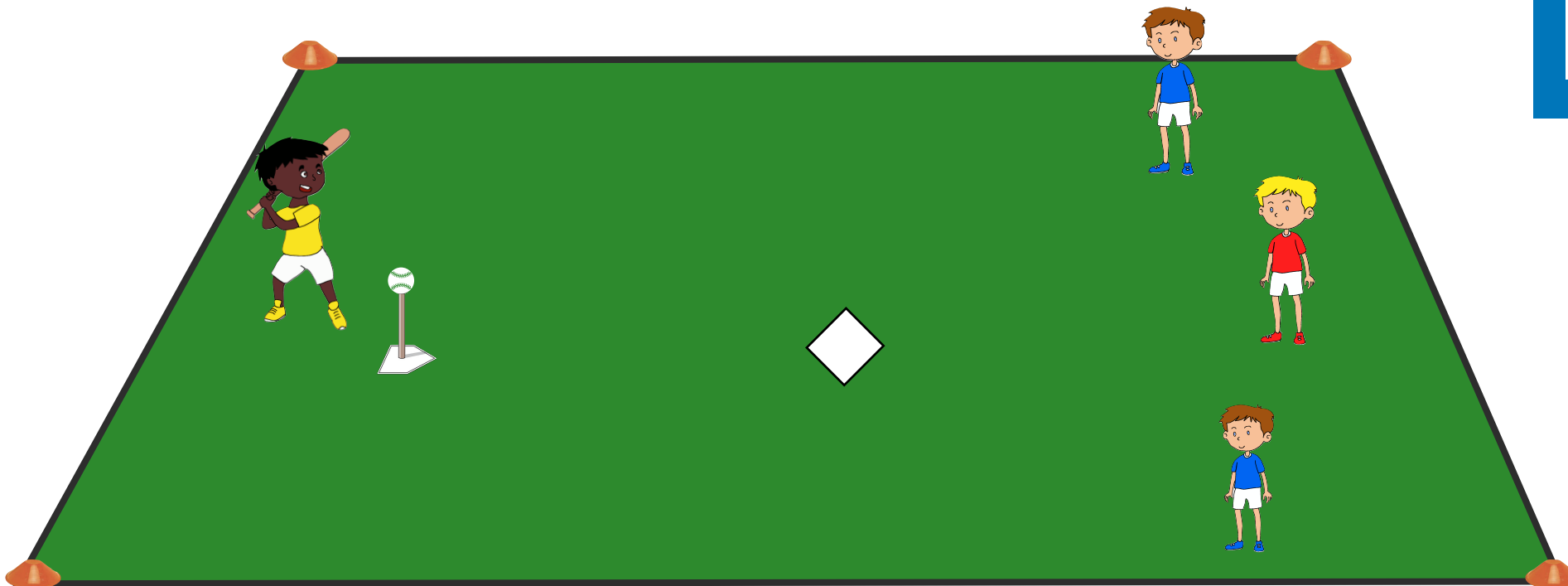
COMPLEXITY



EQUIPMENT

Bats
Balls
Cones

- Setup multiple playing areas as shown
- In each group, one participant begins as the batter and the other participants are the fielders. The batter hits a ball off the tee and attempts to run to the base and back to the tee as many times as possible before one of the fielders places the ball back on top of the tee.
- The batter is out if the ball is caught before it hits the ground or when the ball is returned to the tee and the batter is between the tee and the other base.
- 1 point for each time the batter returns successfully to the tee
- Switch turns after 3 at bats



MODIFY IT

- ★ Increase or decrease the distance between the base and the tee
- ★ Student chooses which implement they want to strike with
- ★ Students chooses object they want to strike e.g teeball, volleyball, soft skinned gator ball
- ★ Pass the ball to all fielders before returning the ball

ASK STUDENTS

- ★ Where did you decide to place the ball for maximum runs?
- ★ As a fielder, how can you ready and position your body to successfully field a ball?

Team Race the Base

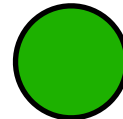
SKILL FOCUS

Striking
Fielding

GROUP SIZE

8

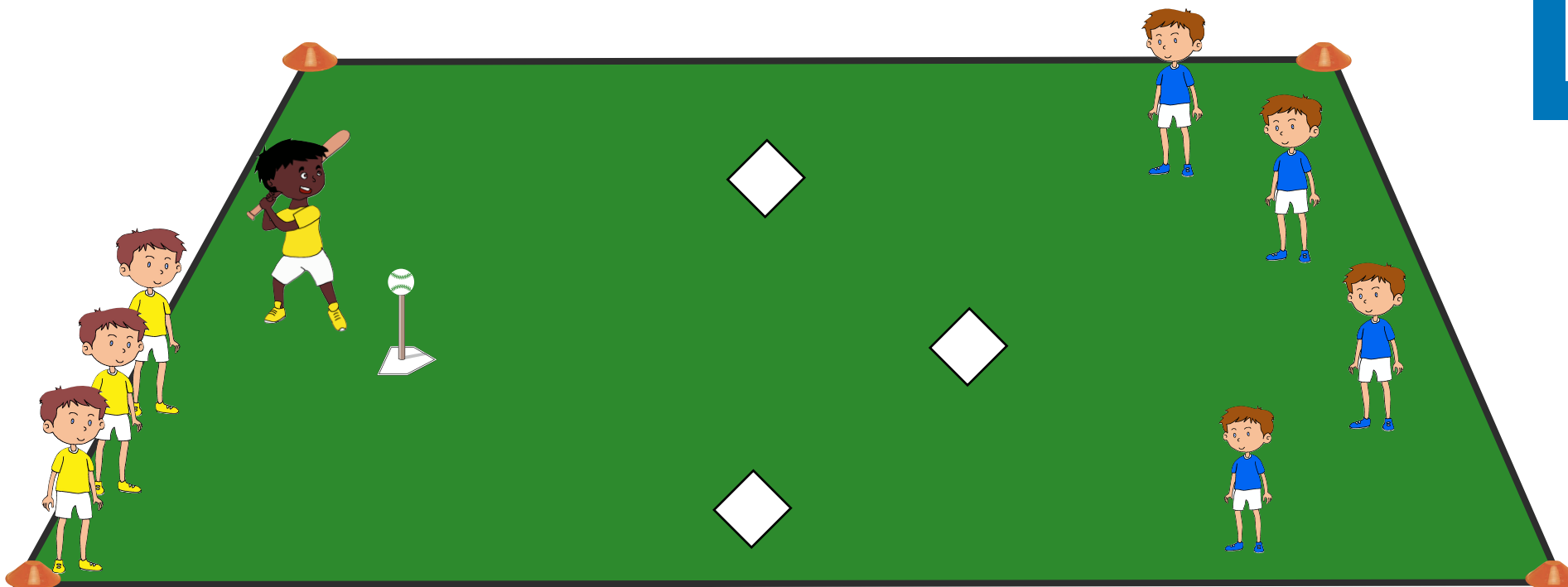
COMPLEXITY



EQUIPMENT

Bats
Balls
Cones

- Setup multiple playing areas as shown
- In each group there is a fielding team and a batting team
- Batters aim to strike the ball into the field of play, if successful the whole team follows the batter around the bases, batters score 1 point for every base the team touches
- Meanwhile fielders stop the ball, then form a line behind the fielder who stooped the ball and pass the ball under, over, under, over
- Once the last fielder in line has the ball he/she runs to the front of the line and yells 'stop'
- The batting team stops running and calculates their points
- Each student in the batting team has a bat
- Once everyone has had a bat, teams switch roles



MODIFY IT

- ★ Increase or decrease the distance between the bases
- ★ Students can choose striking implement
- ★ Students can choose size of ball to strike
- ★ Instead of lining up, fielders throw the ball to each base before yelling stop

ASK STUDENTS

- ★ Where did you decide to place the ball for maximum runs?
- ★ As a fielder, how can you ready and position your body to successfully field a ball?

Empty the Bucket

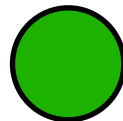
SKILL FOCUS

Striking
Fielding

GROUP SIZE

4

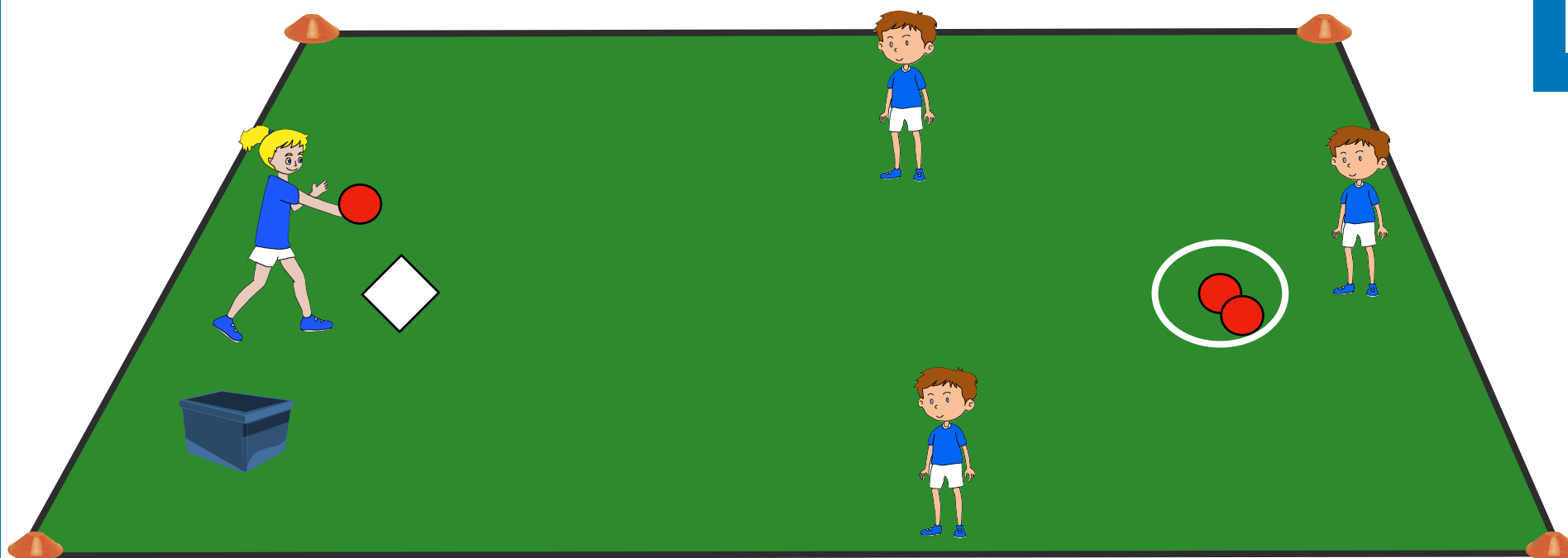
COMPLEXITY



EQUIPMENT

Hoops
Balls
Bucket

- Setup multiple playing areas as shown
- 1 batters and 3 fielders
- Teams work together to strike and field object and place it in a hoop
- On teachers signal the first striker hit the ball with their hand into the playing area, fielders collect the ball and throw it to each other before placing it in the hoop
- The next batter then runs to the tee, collects a ball from the bucket and repeats this process
- The team with the most balls in the hoop after the designated time frame win



MODIFY IT

- ★ Increase or decrease the distance students must hit the ball
- ★ Place 3 bases out and fielders just start on each base and pass the ball to each base before placing it in the hoop
- ★ Change the size of the ball
- ★ Change the striking action or implement e.g kicking a ball or using a bat

ASK STUDENTS

- ★ How can you work together to field the ball quickly and get it to the hoop?
- ★ Why is accurate throwing between fielders important?

Rapid Fire

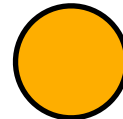
SKILL FOCUS

Striking
Fielding

GROUP SIZE

8

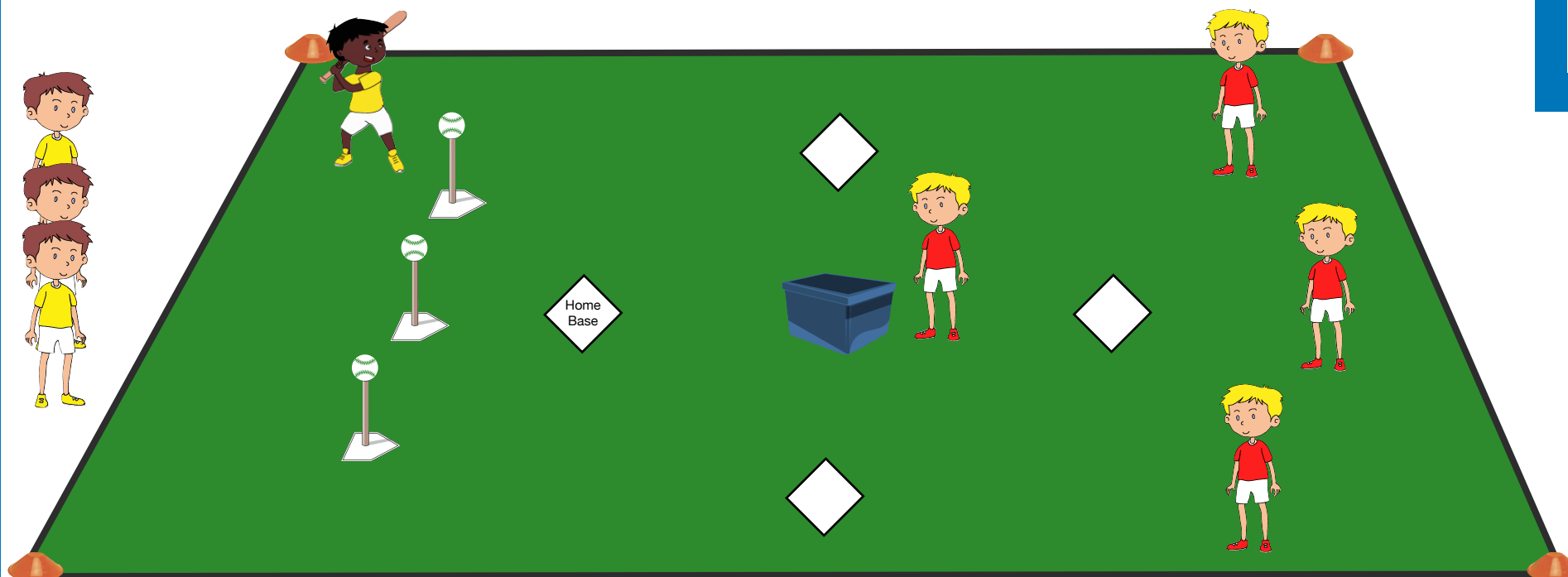
COMPLEXITY



EQUIPMENT

Bats
Balls
Bucket

- Setup multiple playing areas as shown
- 4 batters and 4 fielders
- Batters aim is to hit each ball on one of the 3 tees in rapid succession, when the last ball is hit the drop the base and run around the bases as quickly as possible
- The fielding team has to collect the balls and throw them to the 'catcher' who is positioned near the central bucket.
- Once all 3 balls are in the bucket the fielding team yells stop and the batter stops.
- If the batter is between bases they had back to the last base they touched and wait for the next batter to hit all 3 balls before running
- If the batter makes it all the way around to the home base, 1 run is scored
- Switch after everyone has had a turn at bat



MODIFY IT

- ★ Increase or decrease the distance between the bases
- ★ Change the size of the ball
- ★ Change the striking action or implement e.g kicking a ball or using a bat
- ★ Catches = 3 runs off batting teams total or 3 runs to the fielding teams total. Not both

ASK STUDENTS

- ★ How can you work together to field the ball quickly and get it to the hoop?
- ★ Why is accurate throwing between fielders important?

Beat the Batter

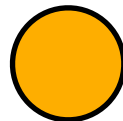
SKILL FOCUS

Striking
Fielding

GROUP SIZE

5 - 6

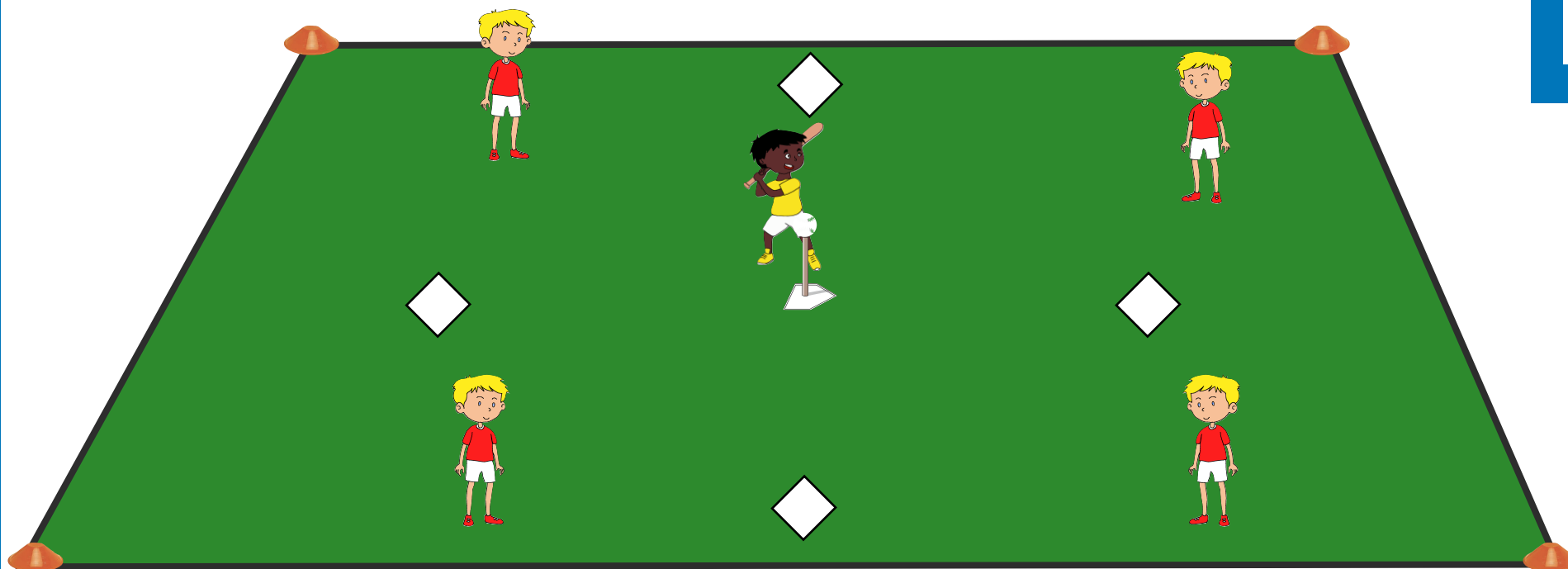
COMPLEXITY



EQUIPMENT

Bats
Balls
Bases

- Setup multiple playing areas as shown
- 1 batter and 4 fielders
- The batter aims to hit the ball in any direction and run around any base and back to the tee
- The fielding team must field the ball, place a foot on the closest base and then throw to another fielder at any other base. They yell 'stop' once done
- If the batter make it back before they score 1 run
- If the fielding team beats the batter no run is scored.
- Each student has 3 at bats and then rotates so everyone gets a bat. Student with the highest score wins



MODIFY IT

- ★ Increase or decrease the distance between the bases
- ★ Use a smaller / larger ball
- ★ Use a different instrument to strike the ball
- ★ Fielders must throw to all bases
- ★ Batter can run to more than one base per hit
- ★ If the batter is between bases when the fielders yell stop, all runs do not count

ASK STUDENTS

- ★ How do you decide when to keep running and when to stay at the tee
- ★ As the batter what can you do to avoid being 'caught' out?

Longball

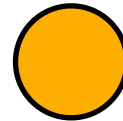
SKILL FOCUS

Striking
Fielding

GROUP SIZE

10+

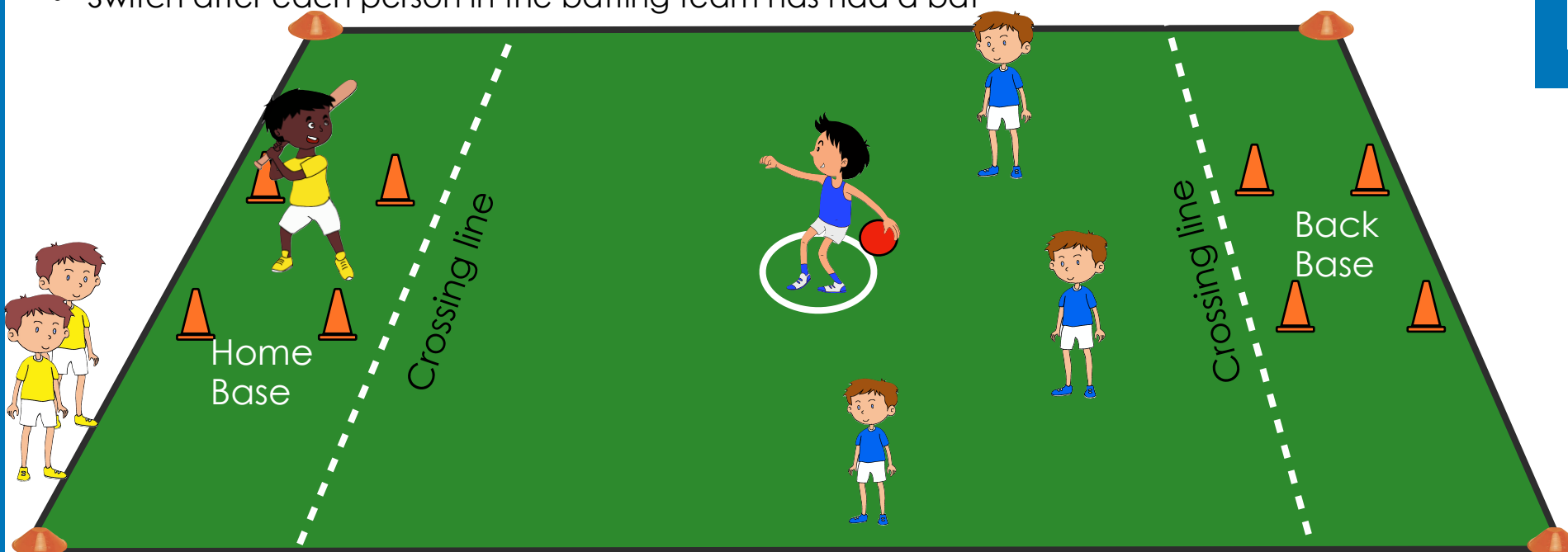
COMPLEXITY



EQUIPMENT

Bats
Balls
Cones

- Setup playing area as shown. Place a line at each end as the 'crossing lines'
- Divide group into batting teams and fielding teams
- The aim is for the batting team to strike a pitched ball out into the playing area and then run to the back base
- Fielding team aims to get the batter out by: Catching the ball, tagging the batter when running to the back base, throwing (underarm) and hitting batter below the knees when running to the back base
- Fielding team can also tag and throw at a runner heading back to the home base
- Batting team scores a run if they successfully make it back to the batting base
- Once a runner crosses the 'crossing line' they cannot head back to the back base and must run to the home base.
- Switch after each person in the batting team has had a bat



MODIFY IT

- ★ Increase or decrease the distance between the bases
- ★ Students can choose striking implement
- ★ Play 3 out and side away
- ★ Change the striking action or implement e.g kicking a ball

ASK STUDENTS

- ★ Where did you decide to place the ball for maximum runs?
- ★ How can you decide when to run for home base?

Quick Kicks

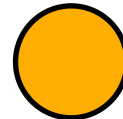
SKILL FOCUS

Striking
Fielding

GROUP SIZE

10+

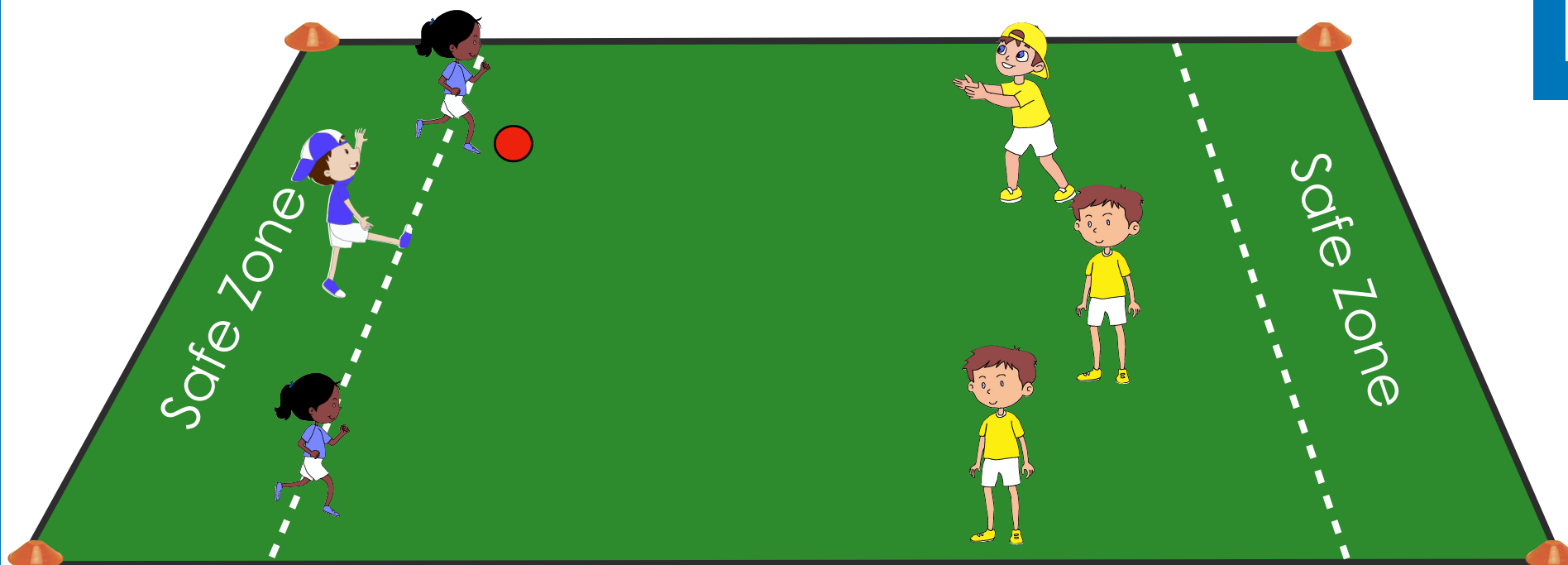
COMPLEXITY



EQUIPMENT

Balls
Cones

- Setup playing area as shown. Place a line at each end as the bases for the kicking team
- Split into 2 teams. One kicking team and one fielding team
- The game begins with one student from the kicking team kicking a ball to into the field of play. Every player from the kicking team then attempts to run to the 'safe zone' at the opposite end without being tagged with the ball
- Fielders try and collect the ball and tag a student with the ball or throw (underarm) and hit a runner below the waist
- Fielders can only run 3 steps with the ball and can pass to other fielders if needed
- If a runner is hit or tagged, they stop where they are tagged and continue to run from that spot when the next kicker kicks the ball
- 1 point for every time a runner reaches a safety zone
- Teams switch after every player has had a kick



MODIFY IT

- ★ Increase or decrease the distance between the bases
- ★ Students can choose type of ball to kick
- ★ Play 3 out and side away
- ★ Change the limit of steps fielder can make whilst in position of the ball
- ★ Catches = 1 point for fielding team

ASK STUDENTS

- ★ How can you avoid fielders with the ball?
- ★ Where is a good place to kick the ball/

Howz Bat

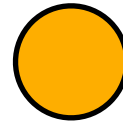
SKILL FOCUS

Striking
Fielding

GROUP SIZE

4+

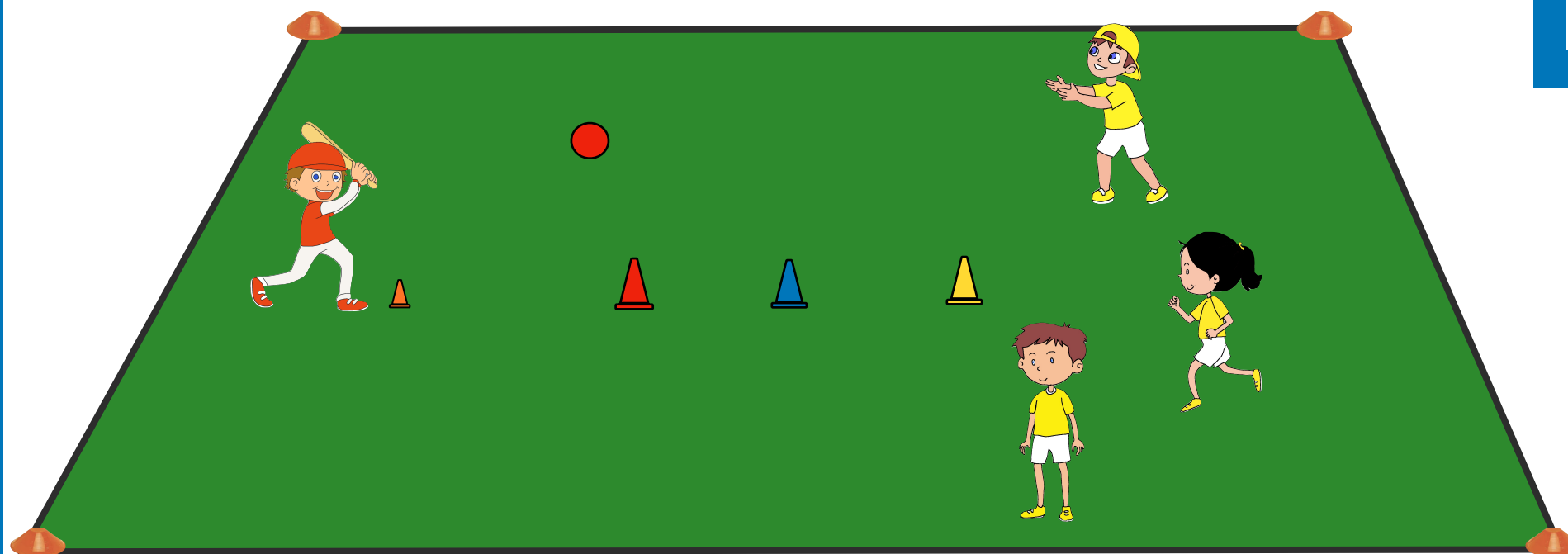
COMPLEXITY



EQUIPMENT

Bats
Balls
Cones

- Setup multiple playing area as shown
- 1 batter and 3-4 fielders
- Batters bat as individuals to see how many runs they can score
- The batter gets 4 hits regardless of being caught or bowled out etc.
- The batter chooses a Cone to run around after a successful hit. Each cone is worth 5 points.
- Batter also gets to choose which ball they hit. At each playing area, have a small ball, a medium ball and a larger ball
- Fielders can get the batter out in the following ways, bowled/struck out, caught out, run out
- After each person from the batt g team has had a go change team roles



MODIFY IT

- ★ Differ the point system for the cones that the batter runs around.
- ★ Have different size and shape balls to choose to hit
- ★ Play on a larger scale with more numbers on each team
- ★ Students can choose their striking instrument
- ★

ASK STUDENTS

- ★ In order to hit the ball, how did you grip the bat and where did you place your feet?
- ★ How do the fielding team make you decide where to hit too?

Team Bucketball

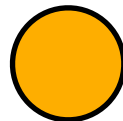
SKILL FOCUS

Striking
Fielding

GROUP SIZE

12-15

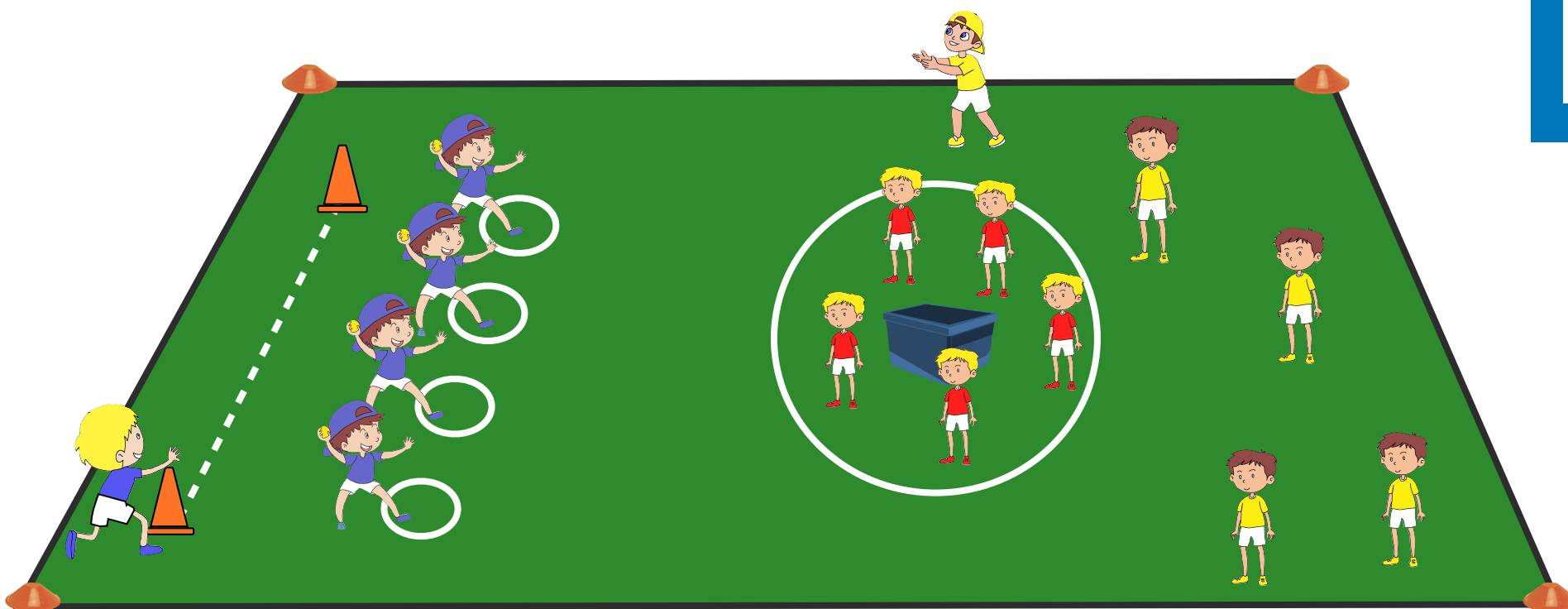
COMPLEXITY



EQUIPMENT

Various Balls
Cones
Hoops Bucket

- Setup playing area as shown
- Divide class or group into 3 teams. Throwing/Running team (blue), Fielding team (yellow), Catchers (red)
- The aim of the game is for the throwing team to throw the balls out into the field of play (same time). Once all balls have been thrown a runner from the throwing team continuously runs between two Cones. 1 run is scored for each time they make a run
- The fielders collect the balls and throw, roll or pass them to the catchers who place all the balls in the bucket. Once all balls are in the bucket they yell freeze.
- Throwers rotate so everyone has had a go at 'running'
- Switch team roles when everyone in each team has had a 'run'



MODIFY IT

- ★ Increase or decrease the distance of the running Cones
- ★ Place a different shaped ball in each hoop e.g soccer ball that can be kicked, beanbag, tennis ball, vortex etc
- ★ Catching team must return each ball to the right hoop in 10 seconds or a point is awarded to the throwing team
- ★ Fielders cannot run with the ball and must throw the ball to the catchers

ASK STUDENTS

- ★ How can you make sure you return the ball to the catchers quickly?
- ★ Where is a good place to throw the ball out into the field of play?

There and back

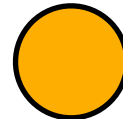
SKILL FOCUS

Striking
Fielding

GROUP SIZE

8

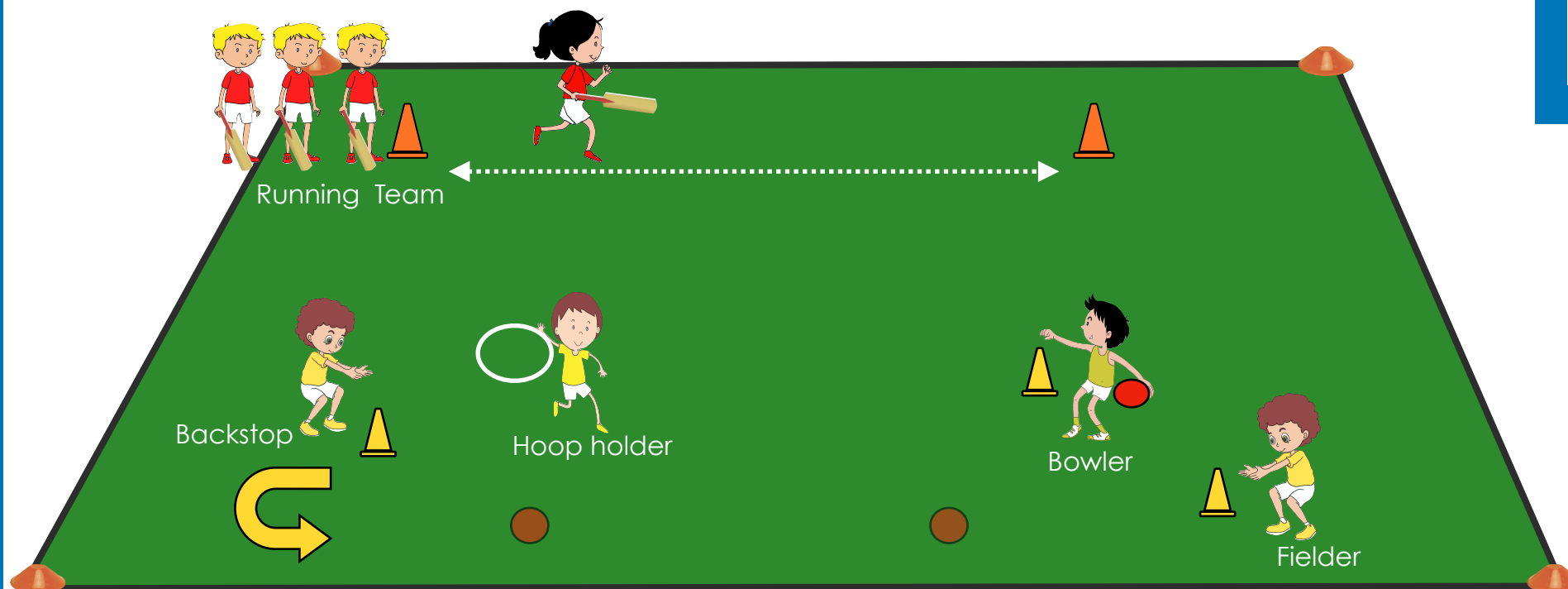
COMPLEXITY



EQUIPMENT

Bats Hoop
Balls
Cones

- Setup multiple playing area as shown
- Two teams of four. One running team and one bowling/fielding team
- Fielding team has one 'bowler/pitcher' who aims to throw the ball through the hoop. The 'backstop' catches, and returns the ball to the fielder who throws the ball back to the bowler. The bowler/pitcher gets 6 turns before fielding team rotates roles. Rotate so everyone has a bowl.
- While this is happening the batting team aims to run around (one a time) around a cone and back. They don't stop until the bowler/pitcher finishes their 6th bowl. Score a run for each time a runner gets around the end cone and back
- If the bowler/pitcher manages to throw one through the hoop, 2 runs are deducted from the running for every successful throw
- Switch after everyone on the fielding has had a bowl/pitch.



MODIFY IT

- ★ Increase or decrease the distance for the running team
- ★ Increase or decrease the distance of the thrower to/from the hoop
- ★ Underarm or overarm throwing
- ★ Instead of run-in around the cone, the running team must ground their bat like in cricket when reaching a cone

ASK STUDENTS

- ★ Why is grounding our bat important when running between the wickets in cricket?
- ★ Why is accurate throwing and catching important when fielding?

Sluggers and Fielders

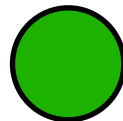
SKILL FOCUS

Striking
Fielding

GROUP SIZE

8

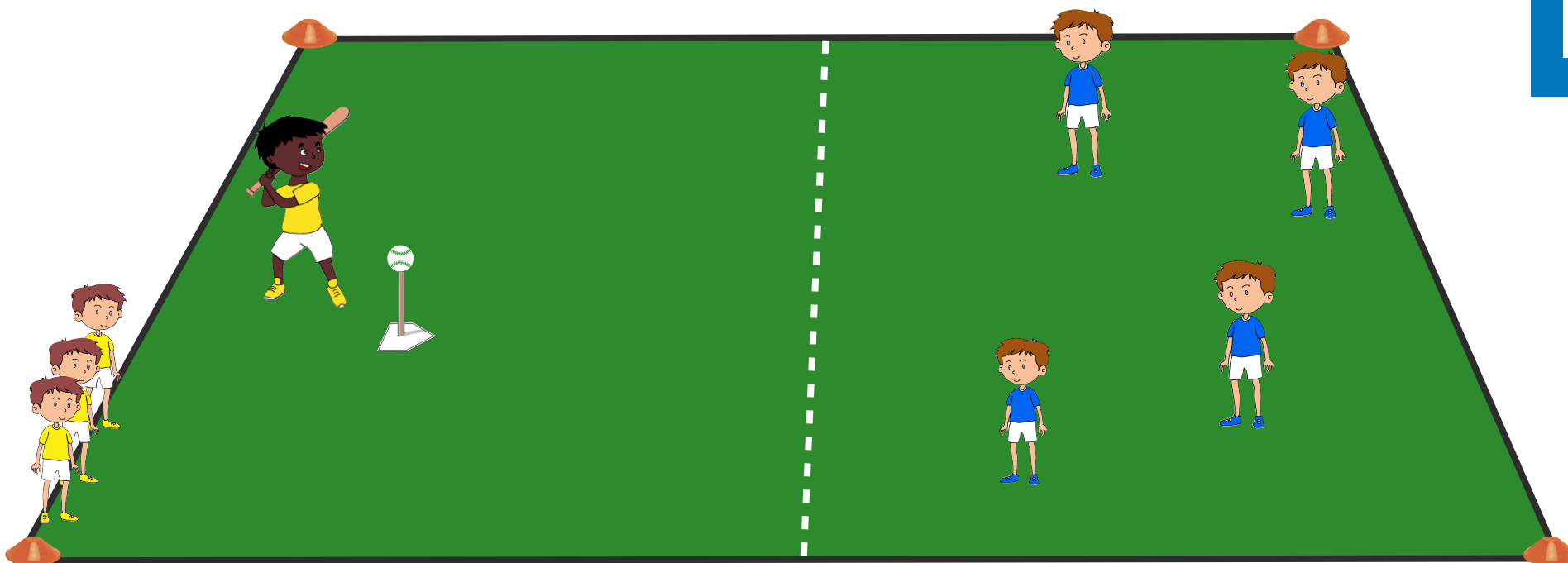
COMPLEXITY



EQUIPMENT

Bats
Balls
Cones

- Setup multiple playing areas as shown
- 4 batters and 4 fielders
- Each batter gets 6 hits try and the ball past a designated line. Batters score a point every time they hit a ball past the line. Additional points awarded for a fly ball that is not caught on the full or after one or more bounces.
- If a ball does not cross the designated line, no point is scored
- Fielders score a point for catching the ball on the full or with one hand after one bounce.
- Rotate after every person on the batting team has had 6 bats



MODIFY IT

- ★ Increase or decrease the distance of the batting line
- ★ Change the striking implement
- ★ Change the shape or size of the ball
- ★ Allow students to throw/kick the ball

ASK STUDENTS

- ★ Where are you trying to hit the ball? Why?
- ★ As the fielding team, how do you defend the space?

Strike Zone

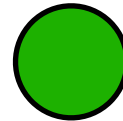
SKILL FOCUS

Striking
Fielding

GROUP SIZE

8

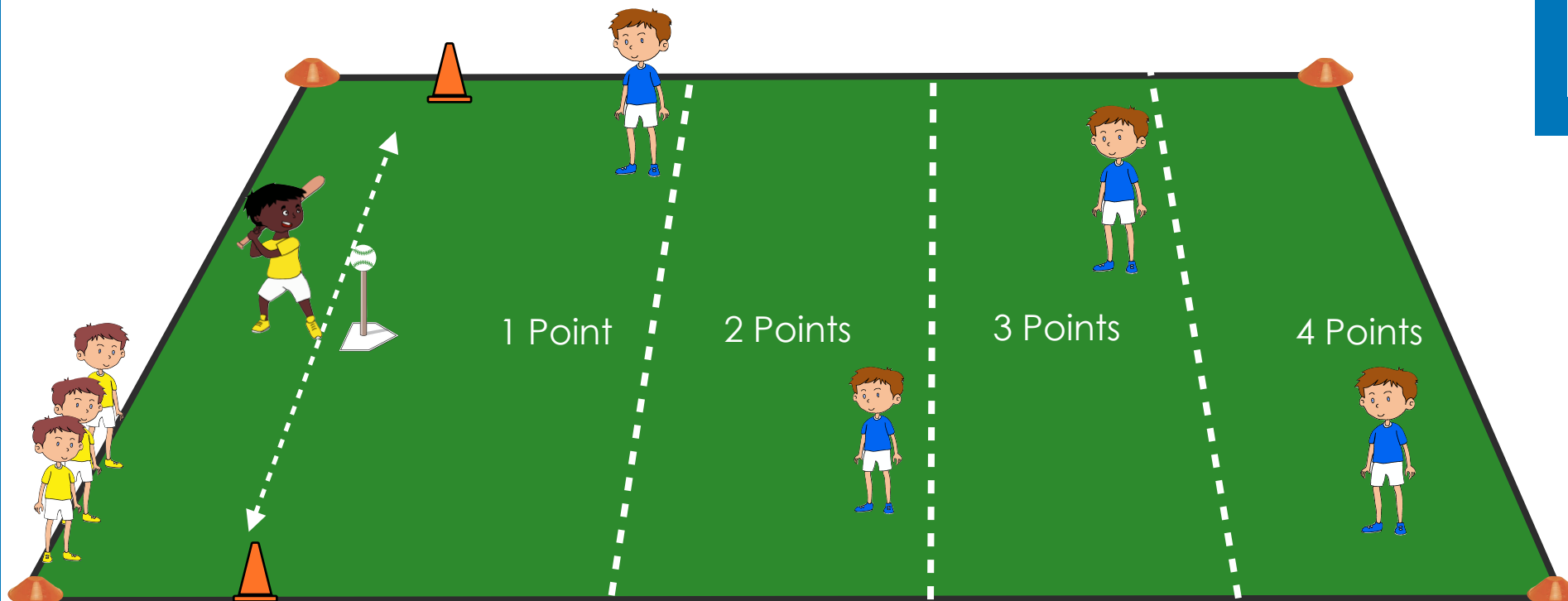
COMPLEXITY



EQUIPMENT

Bats
Balls
Cones

- Setup multiple playing areas as shown
- 4 batters and 4 fielders
- Each batter gets 3 attempts to hit a ball out into the playing area. If a batter hits a ball into the designated zone as shown below, they score that amount points plus any runs they make.
- After a hit, the batter runs around either of the orange Cones and back to the batting tee.
- The fielding team stop the ball and aim to pass to a player in each of the scoring zone, they yell freeze when they have done that.
- If the batter is in between the Cones and the tee, they forfeit their runs but still count the score from the zone they hit the ball in
- If the fielders catch the ball, they add 3 points to their teams score and the batter is out
- Switch after everyone on the batting team has had 2 at bats.



MODIFY IT

- ★ Increase or decrease the distance of the batting/running line
- ★ Increase the distance or add more zones
- ★ Change the striking implement
- ★ Change the shape or size of the ball
- ★ Allow students to throw/kick the ball

ASK STUDENTS

- ★ Where are you trying to hit the ball? Why?
- ★ As the fielding team, how do you defend the space?

Rapid Rounders

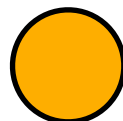
SKILL FOCUS

Striking
Fielding

GROUP SIZE

12+ or Whole Class

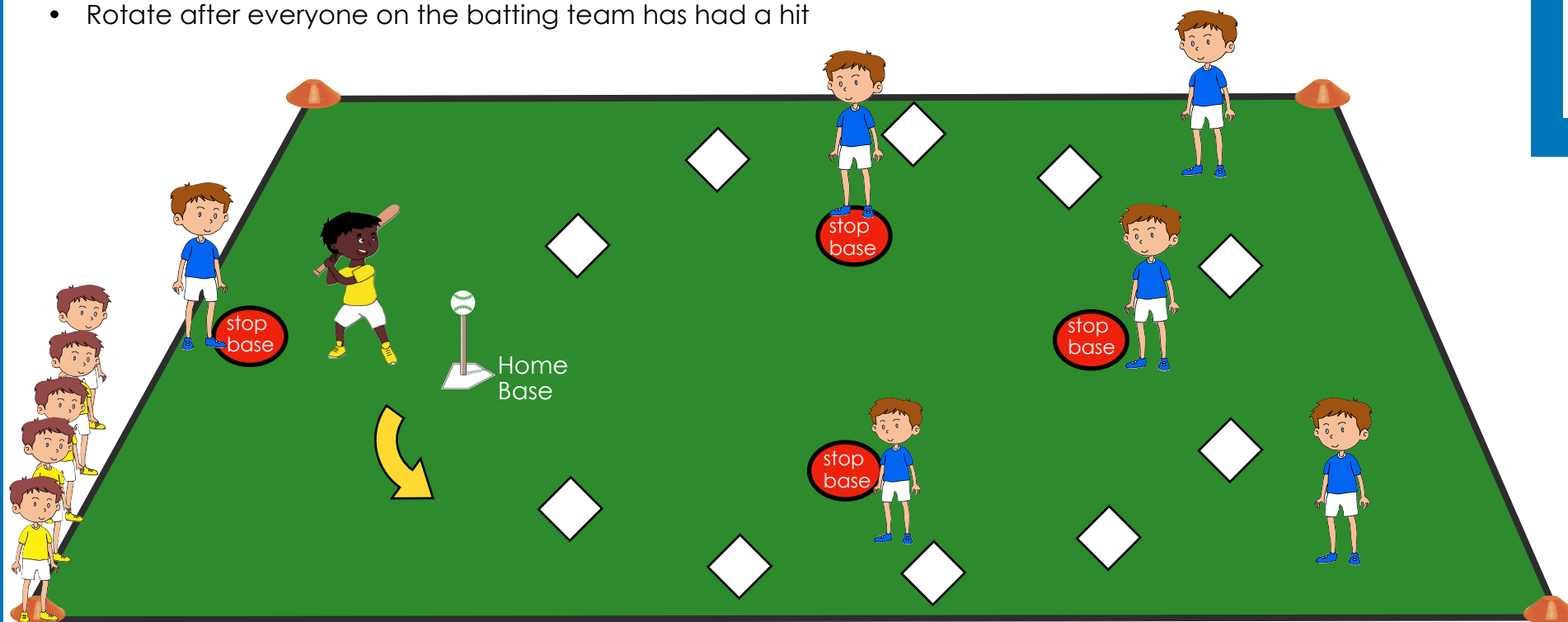
COMPLEXITY



EQUIPMENT

Bats Bases
Balls
Cones

- Setup multiple playing areas as shown or simply as a whole class
- Two teams a batting team and a fielding team
- The aim of the game is for the batters to strike a ball into the field of play and run around as many bases (white) as they can.
- The object of the fielding team is to catch the ball to get the batter out or to stop the runner by passing the ball to any of the fielders at a 'stop' (red) base. When they do they yell 'freeze'
- When freeze is yelled the runner stops at or returns to the last white base they touched and waits for the next batter
- Runners on white bases run when a batter from their team hits a ball into play. The aim is to get back to the 'home' base. Overtaking is allowed but all bases must be touched by the runner's foot. More than one person on a white base is allowed. 1 point awarded for a home run
- Rotate after everyone on the batting team has had a hit



MODIFY IT

- ★ Increase or decrease the distance of the red or white bases
- ★ Change the striking implement
- ★ Change the method of striking a ball e.g. throwing/kicking
- ★ Fielders have to throw to all 3 'stop' bases'
- ★ Last hitter = fielders have to throw to all 4 stop bases (gives time for last runner to get around the white bases)

ASK STUDENTS

- ★ Where are you trying to hit the ball? Why?
- ★ As the fielding team, how do you decide which 'stop' base to throw to?

Quick Kicks

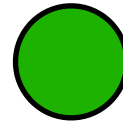
SKILL FOCUS

Striking
Fielding

GROUP SIZE

10

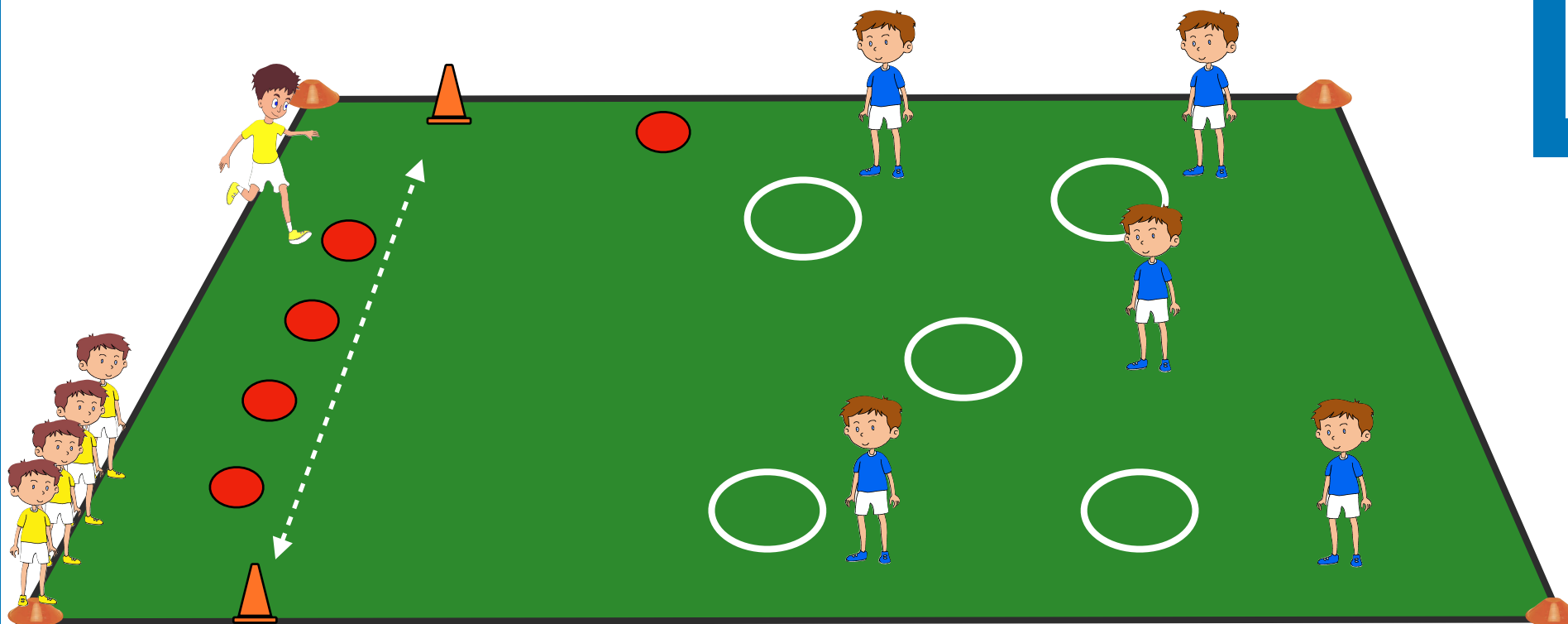
COMPLEXITY



EQUIPMENT

Bats
Balls
Cones

- Setup multiple playing areas as shown
- 5 kickers and 5 fielders
- Each batter gets 6 hits try and the ball past a designated line. Batters score a point every time they hit a ball past the line. Additional points awarded for a fly ball that is not caught on the full or after one or more bounces.
- If a ball does not cross the designated line, no point is scored
- Fielders score a point for catching the ball on the full or with one hand after one bounce.
- Rotate after every person on the batting team has had 6 bats



MODIFY IT

- ★ Increase or decrease the distance of the batting line
- ★ Change the striking implement
- ★ Change the shape or size of the ball
- ★ Allow students to throw/kick the ball

ASK STUDENTS

- ★ Where are you trying to hit the ball? Why?
- ★ As the fielding team, how do you defend the space?

Color Ball

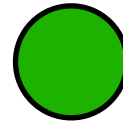
SKILL FOCUS

Throwing
Fielding

GROUP SIZE

10

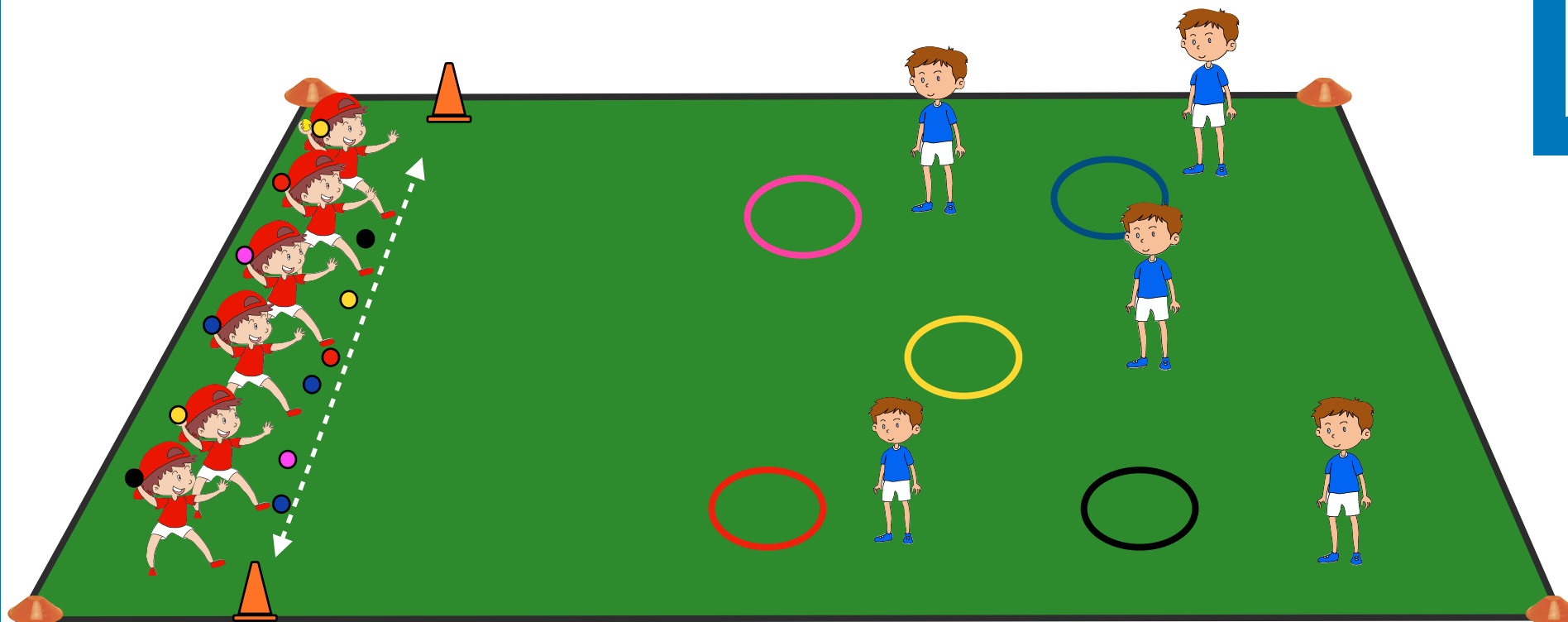
COMPLEXITY



EQUIPMENT

Bats
Balls
Cones

- Setup multiple playing areas as shown. Have different colored balls (that match color of hoops) If you can't match them, just the same colored balls will suffice
- 5 throwers and 5 fielders
- Each thrower lines up at the throwing line and throws balls out into the field of play
- The throwers then race one the Cones and the first person in line races around the end cones and back, they tag the next person in line. One run for each time they get to the Cone and back
- Fielders collect the balls as fast as they can and return them to the hoop that matches the color of the ball. When they have collected all balls and placed them in the correct hoops they yell freeze.
- Switch roles after 5 throws and count runs for the throwing team.



MODIFY IT

- ★ Have designated catchers at each hoop who place the balls into the hoops
- ★ Increase or decrease the distance that the throwers have to run
- ★ Balls can go in any hoop regardless of color
- ★ Catches = 5 points to the fielding team

ASK STUDENTS

- ★ Where are you trying to throw the ball? Why?
- ★ As the fielding team, how can you be ready for the ball/s?

BlasterBall

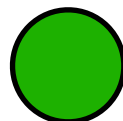
SKILL FOCUS

Striking
Fielding

GROUP SIZE

10+

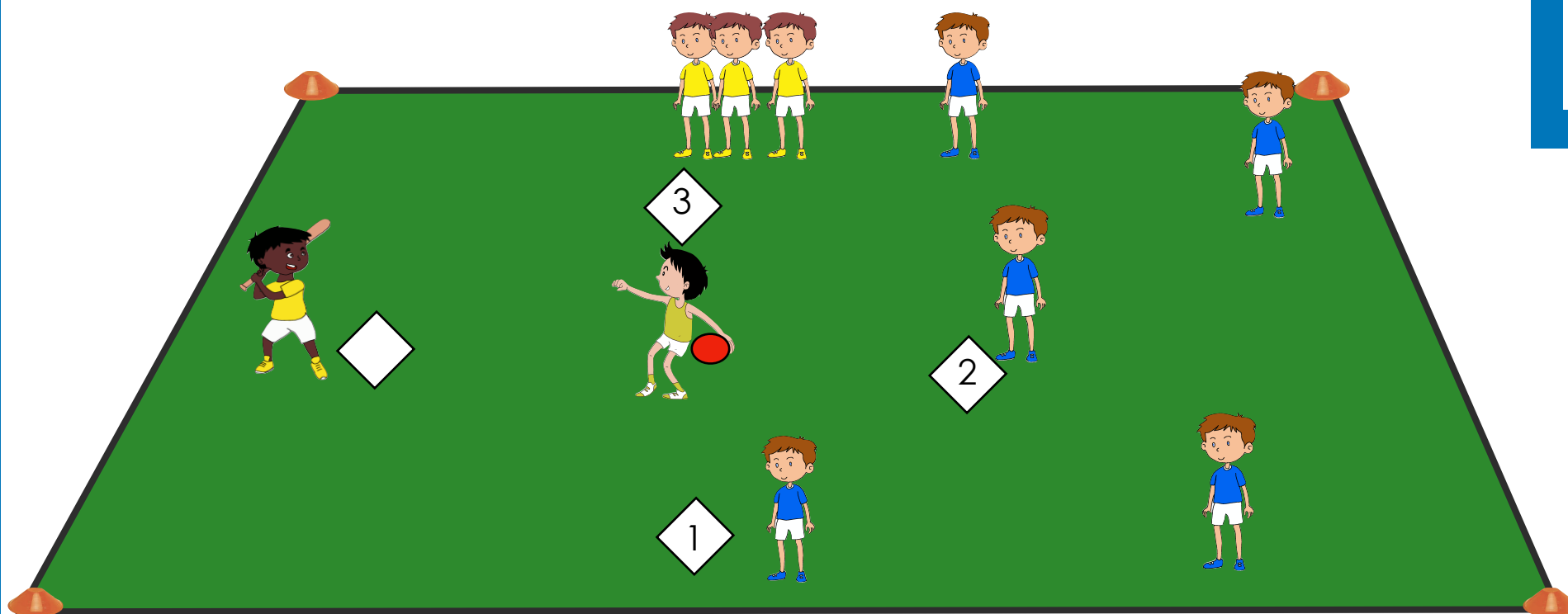
COMPLEXITY



EQUIPMENT

Bats
Balls
Cones

- Setup multiple playing areas as shown
- In each group there is a fielding team and a batting team
- Batting team lines up at 3rd base with one hitter and a team mate who pitches them the ball
- If a batter successfully hits the ball into the field of play the aim is to run to either the 1st, 2nd or 3rd base. 1 point for 1st base, 2 points for 2nd base and 3 points for 3rd base. If a batter reaches 3rd they join the end of their line
- The fielding team aims to stop the batter from making it to 3rd base by fielding and throwing ahead to a base.
- If a batter is caught out or run out, no points are awarded.
- Each batter has two at bats and then teams switch over



MODIFY IT

- ★ Increase or decrease the distance between the bases
- ★ Students can choose striking implement
- ★ Students can choose size of ball to strike
- ★ Fielding team pitches the ball

ASK STUDENTS

- ★ Where did you decide to place the ball for maximum runs?
- ★ As a fielder, how can you ready and position your body to successfully field a ball?