



# Basketball Games



21 FUN ACTIVITIES FOR KINDER TO 8TH GRADE

## Steal the Pinnie

SKILL FOCUS	GROUP SIZE	COMPLEXITY	EQUIPMENT
Dribbling Finding Space	Whole Class		Markers Balls Bibs/Pinnies

- Each student receives a ball and a pinnie/bib that they tuck into the back of their shorts/pants (Like a tail)
- The aim of the game is to keep your 'tail' for as long as possible
- Students dribble around the playing area continuously trying to steal others bibs, whilst protecting their own. Students must not hold their own bib to protect it
- If a student loses their bib they continue trying to steal others
- When students steal a bib they must quickly tuck it and continue playing
- Students with more than one bib may hold it as insurance for a future lost bib or thoughtfully give it someone who doesn't have one.



### MODIFY IT

- Shorten the pinnie/bib
- Break student groups according to play in a small area
- See who can keep their bib (no dribbling)
- If you have 4 corners, students can only move into the corners

### ASK STUDENTS

Why should

## Four Corners

SKILL FOCUS	GROUP SIZE	COMPLEXITY	EQUIPMENT
Gameplay Passing and moving	5 vs 5		Markers Balls Bibs

- Setup playing area as shown
- Have 2 students from each team stand in a marked zone diagonally from each. These are the 'receivers'. The aim is for each team to get the ball to one of their receivers inside the colored zone.
- If a receiver collects a pass from a team mate their team scores a point.
- Teams must make at least 3 passes before they can attempt to pass the ball to a receiver.
- Defensive team can only intercept not steal from hands, attackers cannot dribble but can move without the ball



### MODIFY IT

- Increase the number of passes before allowing a pass to a receiver
- Only have one receiver at each end, this receiver can then alternate between both colored area zones to receive a pass
- Start with no designated receiver and allow any player to move into the colored area to receive a pass to score

### ASK STUDENTS

- How does having 'two

## Hoop Knockout

GROUP SIZE	COMPLEXITY	EQUIPMENT
Whole Class		Markers Balls Hula Hoops

- Two roles: Dribblers and Taggers
- One team of dribblers stand inside a hula hoop and dribblers begin dribbling around the playing area, taggers try to tag the dribblers ball away but must keep at least one foot inside a hula hoop or their ball is knocked away, they switch roles with the the tagger.



### MODIFY IT

- Play with no defenders, students try to pass and move to complete set amount of passes
- Place markers / poly spots on the ground. These will identify places the students could run to to create space

### ASK STUDENTS

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# Introduction

Welcome to Powerhouse PE - Basketball Games!

Inside this resource, you'll get 22 fun activities you can use with Kindergarten through 8th Grade. Each activity is explained with simple instructions, equipment lists, diagrams and modifications.

## **Skill Focus**

Each activity will have a skill focus, based on one of the fundamental skills of basketball.

## **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.



# Dribble Knockout

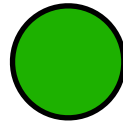
## SKILL FOCUS

Dribbling  
Finding Space

## GROUP SIZE

Whole Class

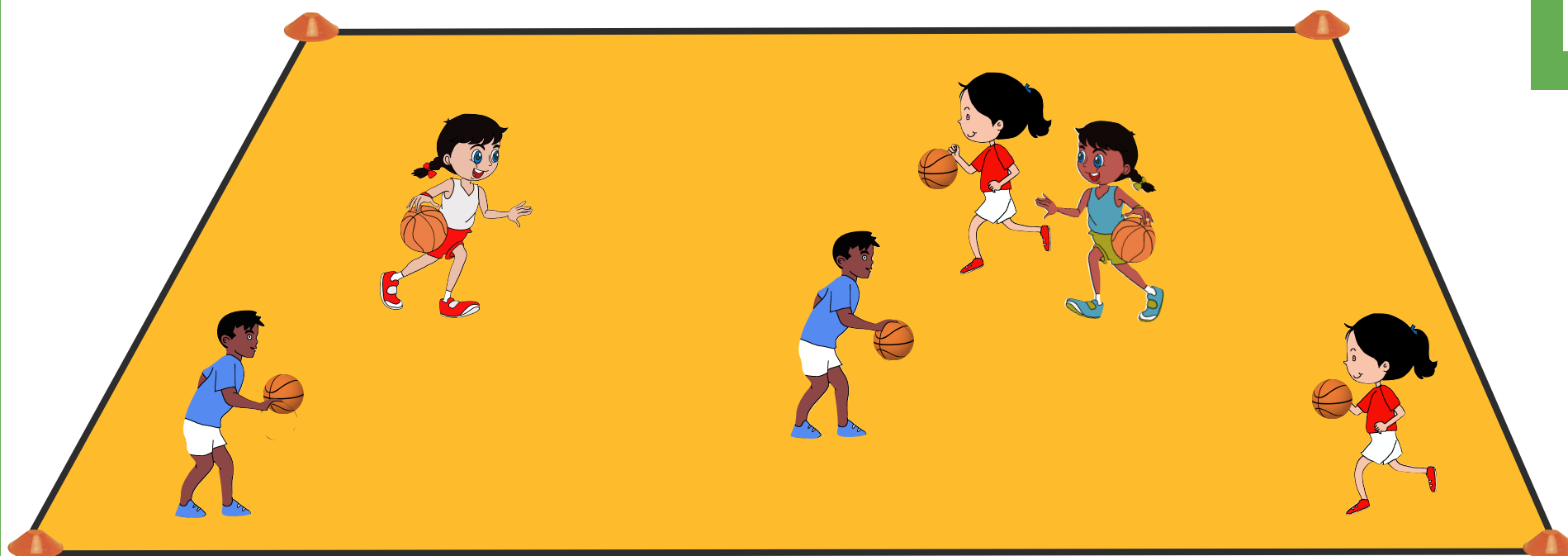
## COMPLEXITY



## EQUIPMENT

Cones  
Balls

- Each student receives a ball and starts anywhere they wish on the court
- On the teachers commands students begin dribbling around the playing area attempting to knock other students balls out of the playing area
- Players cannot protect their ball by picking it up, no double dribbles allowed
- No body contact permitted
- If you ball goes out of the playing area students must dribble around the outside of the court and then re-enter the game.



## MODIFY IT

- ★ Shorten the playing area
- ★ Break students into smaller groups according to ability / play in a smaller area
- ★ If out, do not re enter the game. Perform free dribble on opposite court
- ★ If out have a second court going where eliminated students play continuously, if the ball goes out they just bring it back in and rejoin

## ASK STUDENTS

- ★ Why should you keep your head up whilst dribbling?
- ★ How do you protect your dribble in this game?



# Piggy in the Middle

## SKILL FOCUS

Dribbling

## GROUP SIZE

4+

## COMPLEXITY



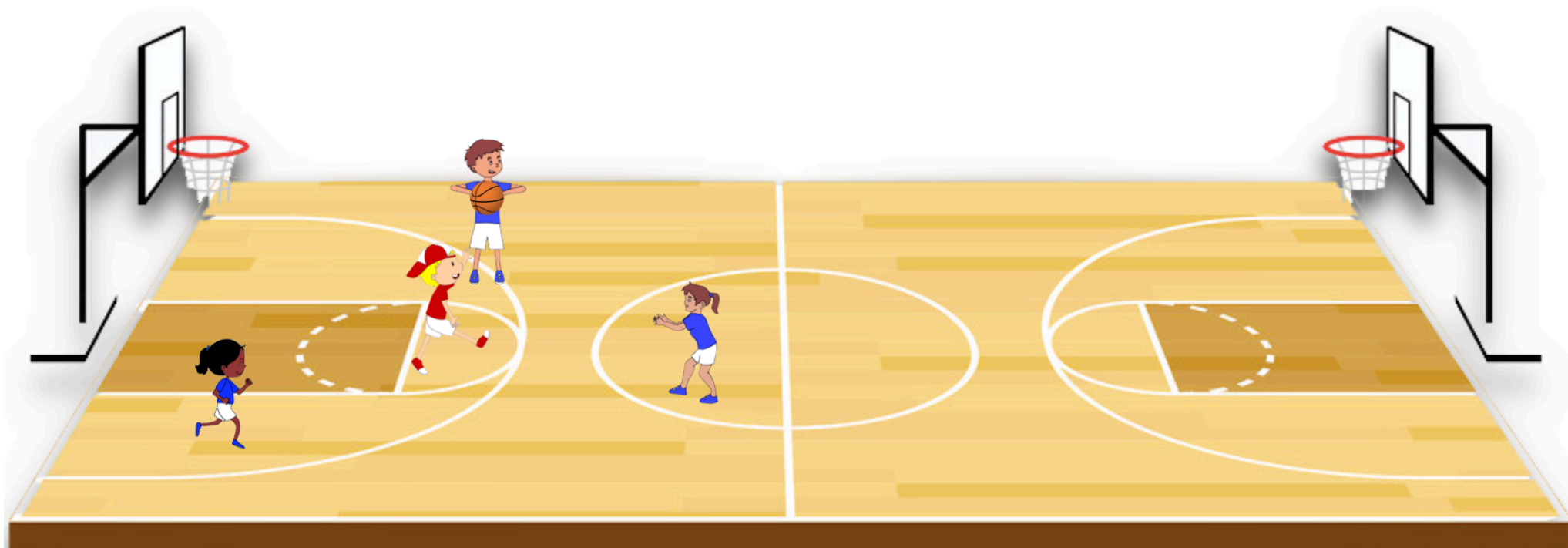
## EQUIPMENT

Balls

- Split students into groups of approx 4-5
- Choose one 'Piggy' (red) for each area
- Mark out a 10 x 10 square or approx for each group
- Passers (blue) must touch and make 10 passes without the piggy touching the ball.
- Players cannot dribble the ball
- Switch every 2 minutes or so.

## MODIFY IT

- ★ Add an extra Piggy in each group
- ★ Add an balls or passers in each group
- ★ Have students practice chest passes, bounce passes, overhead passes or baseball passes
- ★ Use fakes before making a pass



# Square Ball

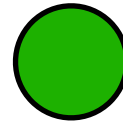
## SKILL FOCUS

Gameplay  
Passing and moving

## GROUP SIZE

4

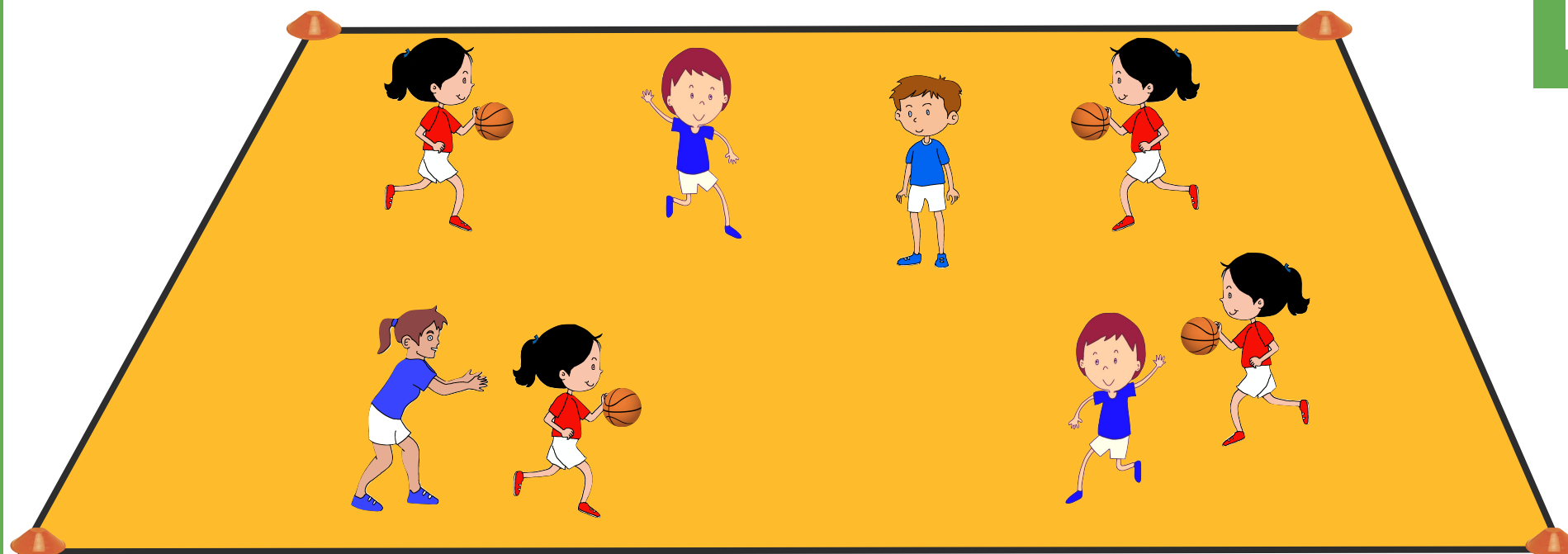
## COMPLEXITY



## EQUIPMENT

Cones  
Balls

- Students formed into groups of 4.
- 3 attackers (blue shirts) and one defender (red shirt)
- The object of the game is for the attackers to pass the ball around the square without the defender intercepting the ball. Attackers cannot dribble but can move without the ball
- The defender cannot make body contact and cannot steal the ball out of the hands of the attackers
- Attackers aim to get to 5-10 passes
- Play for one minute and switch



## MODIFY IT

- ★ Have a group of 5 and play 3 vs 2
- ★ Allow attackers up to 5 dribbles
- ★ Attackers count how many passes they make in a minute
- ★ Defender counts how many 'steals' they get
- ★ Make the playing area larger or smaller

## ASK STUDENTS

- ★ What is a pivot? How does it help in this game?
- ★ When should you call for a pass?
- ★ How can you trick the defender? (Pass fakes)

# Around the World

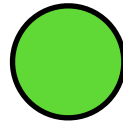
## SKILL FOCUS

Shooting

## GROUP SIZE

5+

## COMPLEXITY



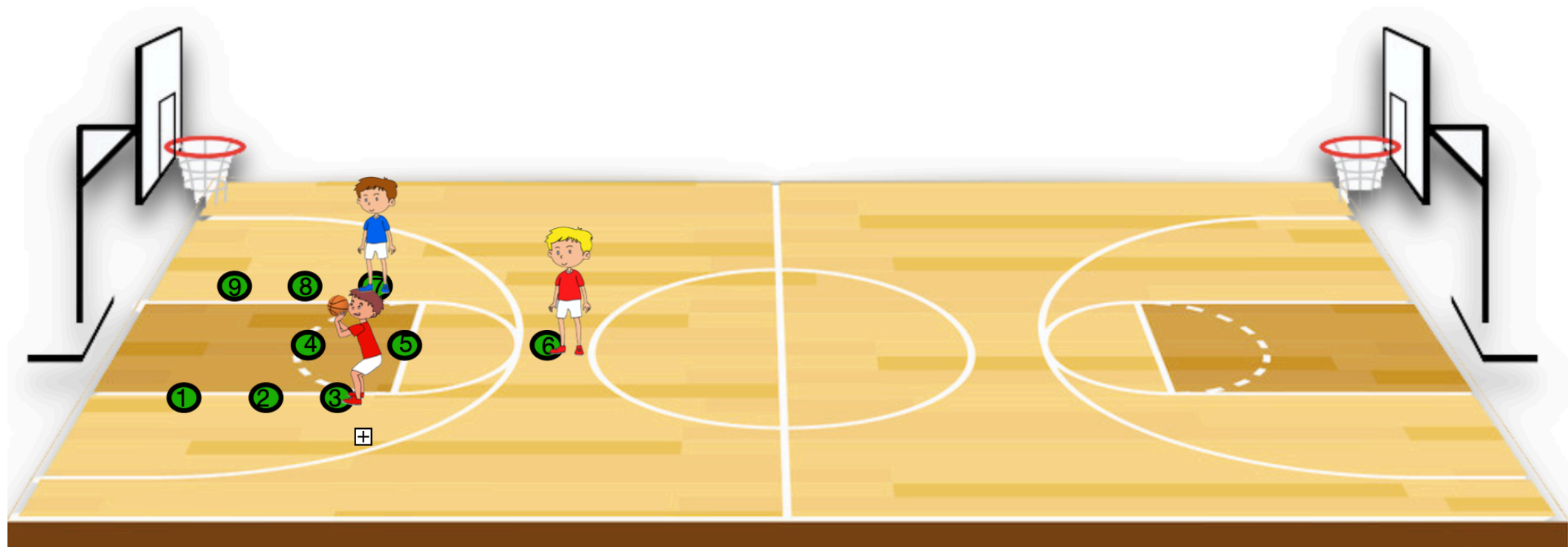
## EQUIPMENT

Cones  
Balls

- Split students into group of approximately 5-6 depending on how many hoops you have
- Setup 9 spots each each hoop as shown or in spots of yours or students choice
- Students take it in turns to shoot starting at spot number 1
- If a student makes a shot they had to spot two and so on
- If students miss they stay where they are and its the next students shot
- First person to make a shot from each spot is the winner

## MODIFY IT

- ★ Adjust the distance of the hula hoops to the basket
- ★ Have players make 2 consecutive shots to progress to the next hoop





# Four Corners

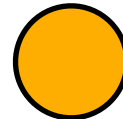
## SKILL FOCUS

Gameplay  
Passing and moving

## GROUP SIZE

5 vs 5

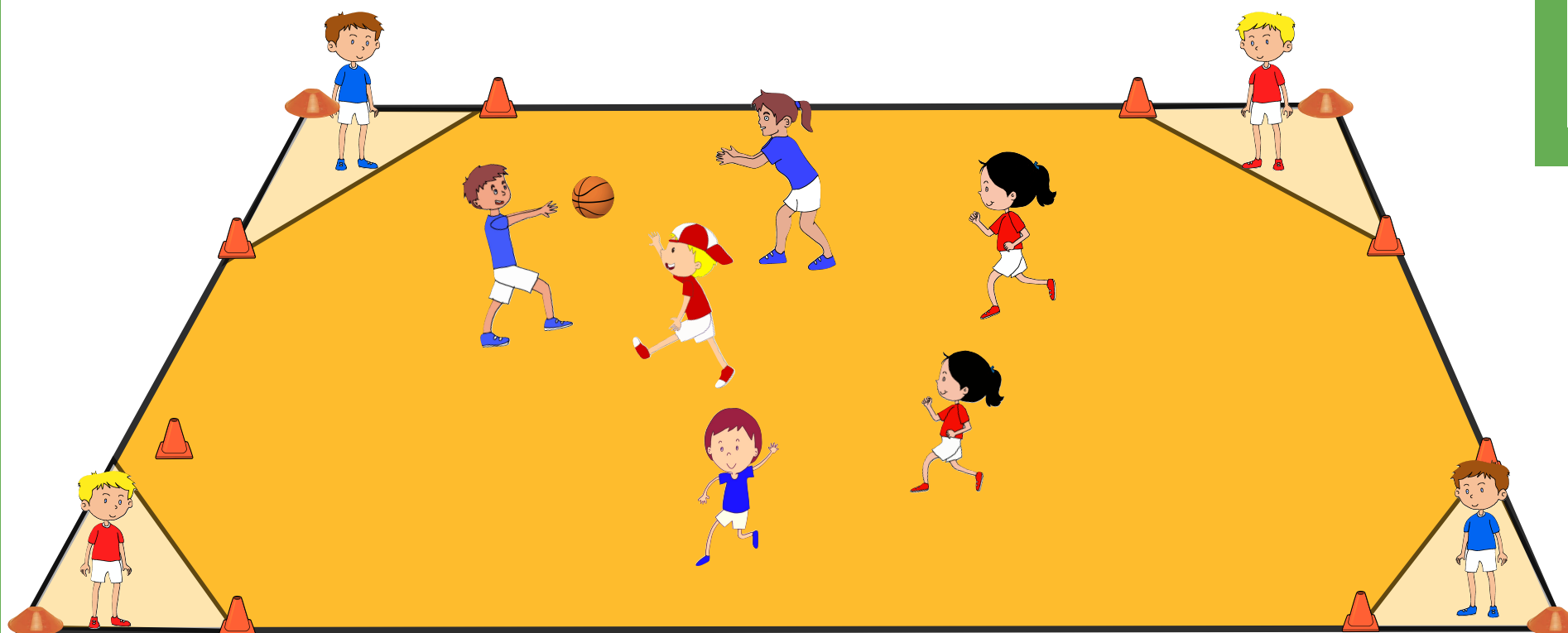
## COMPLEXITY



## EQUIPMENT

Cones  
Balls

- Setup playing area as shown
- Have 2 students from each team stand in a marked zone diagonally from each. These are the 'receivers'. The aim is for each team to get the ball to one of their receivers inside the colored zone.
- If a receiver collects a pass from a team mate their team scores a point.
- Teams must make at least 3 passes before they can attempt to pass the ball to a receiver.
- Defensive team can only intercept not steal from hands, attackers cannot dribble but can move without the ball



## MODIFY IT

- ★ Increase the number of passes before allowing a pass to a receiver
- ★ Only have one receiver at each end, this receiver can then alternate between both colored area zones to receive a pass
- ★ Start with no designated receiver and allow any player to move into the colored area to receive a pass to score

## ASK STUDENTS

- ★ How does having 'two goals' make it easier to score?
- ★ How does accurate passing help in this game?

# Hoop Ball

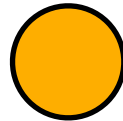
## SKILL FOCUS

Gameplay  
Passing and moving

## GROUP SIZE

6-8

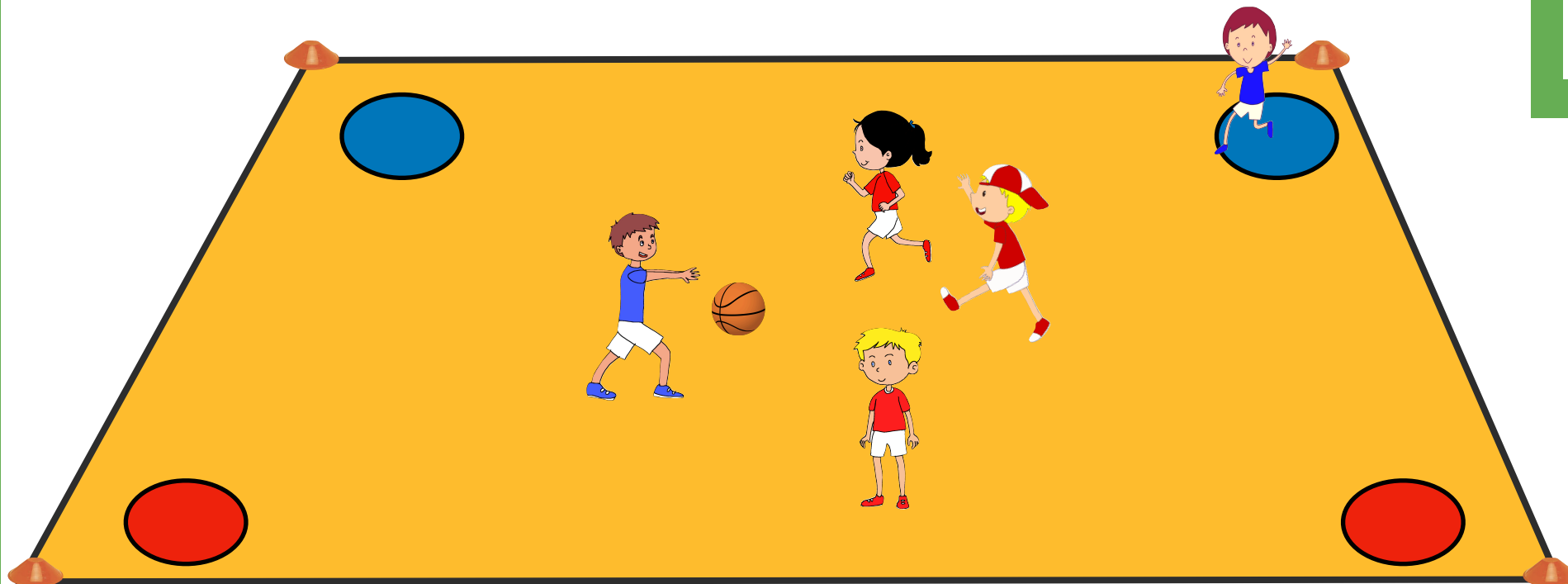
## COMPLEXITY



## EQUIPMENT

Cones  
Balls  
Hula Hoops

- Have students form teams of 3-4. This will make either a 3 on 3 game or a 4 on 4 game
- The object of this game is to receive a ball inside one of your colored hoops with at least one foot inside the hoop
- Offensive team must make at least 3 passes before attempting to pass to a teammate inside a hula hoop. No dribbling allowed, passing only.
- Defensive team can intercept a ball but cannot steal the ball from hands of offence
- Players have 3 seconds to pass the ball
- Ball out of bounds = turnover
- Teams change offence and defence if there is a turnover or a successful pass to a hoop
- Students cannot 'hang' since a hoop for longer than 5-10 seconds



## MODIFY IT

- ★ Increase or decrease the amount of passes before passing to a hoop
- ★ Have a dedicated 'catcher' who can float between hoops and gameplay
- ★ Allow dribbling and stealing

## ASK STUDENTS

- ★ Which players are the safest to pass to?
- ★ If the defence is covering you, what can you do?

# Tag Ball

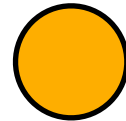
## SKILL FOCUS

Gameplay  
Passing and moving

## GROUP SIZE

10-12

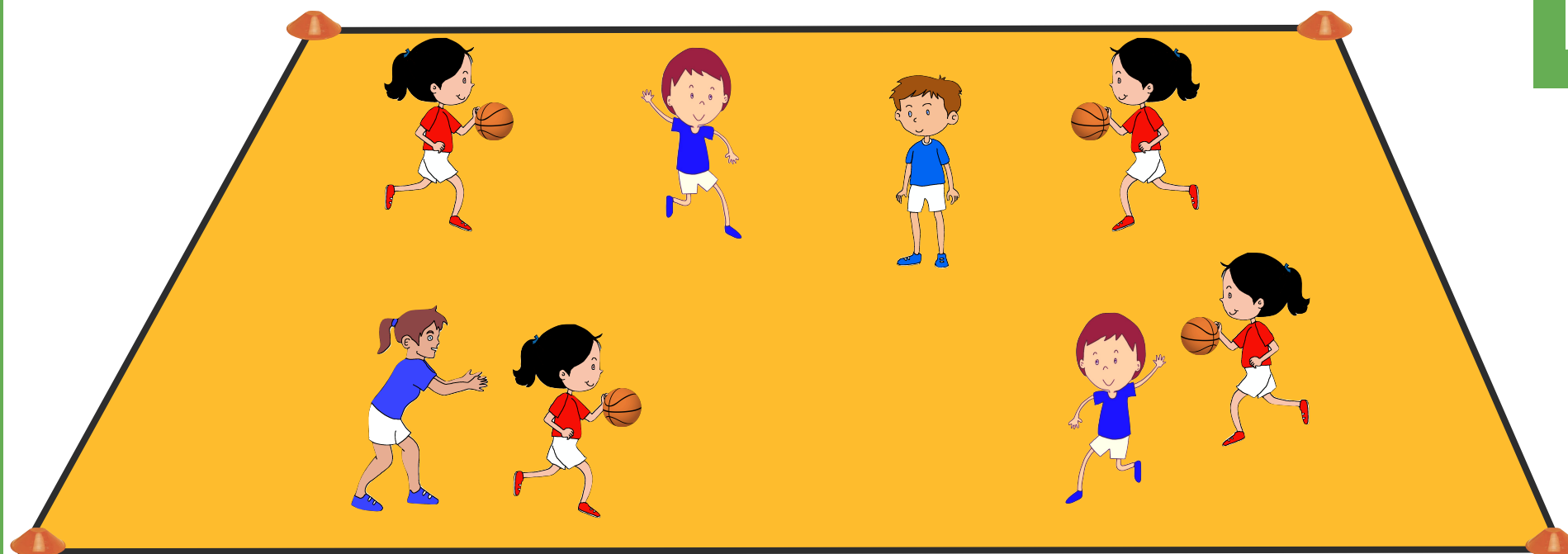
## COMPLEXITY



## EQUIPMENT

Cones  
Balls

- Split groups in two teams (4-5 students per team)
- One team is the taggers, the other is the dodgers. The dodgers each get a ball and the taggers get one ball to share between them
- The aim of the game is for the dodgers to dribble around the playing area and avoid getting tagged (with the ball) by the taggers
- Taggers can only pass the ball (no dribbling), but they can move without the ball
- Taggers can only tag with the ball in hand, not by throwing it at the dribblers
- Play to 3 'tags' and then switch



## MODIFY IT

- ★ Play with larger groups e.g the whole class and designated half as dodgers and the other half as taggers
- ★ Increase or decrease the playing area, depending on student numbers
- ★ Add more basketballs
- ★ Allow dodgers to dribble 5 times before tagging or passing

## ASK STUDENTS

- ★ How can making accurate passes help in this game?
- ★ Why are quick passes important?



# Steal the Pinnie

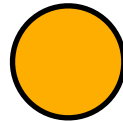
## SKILL FOCUS

Dribbling  
Finding Space

## GROUP SIZE

Whole Class

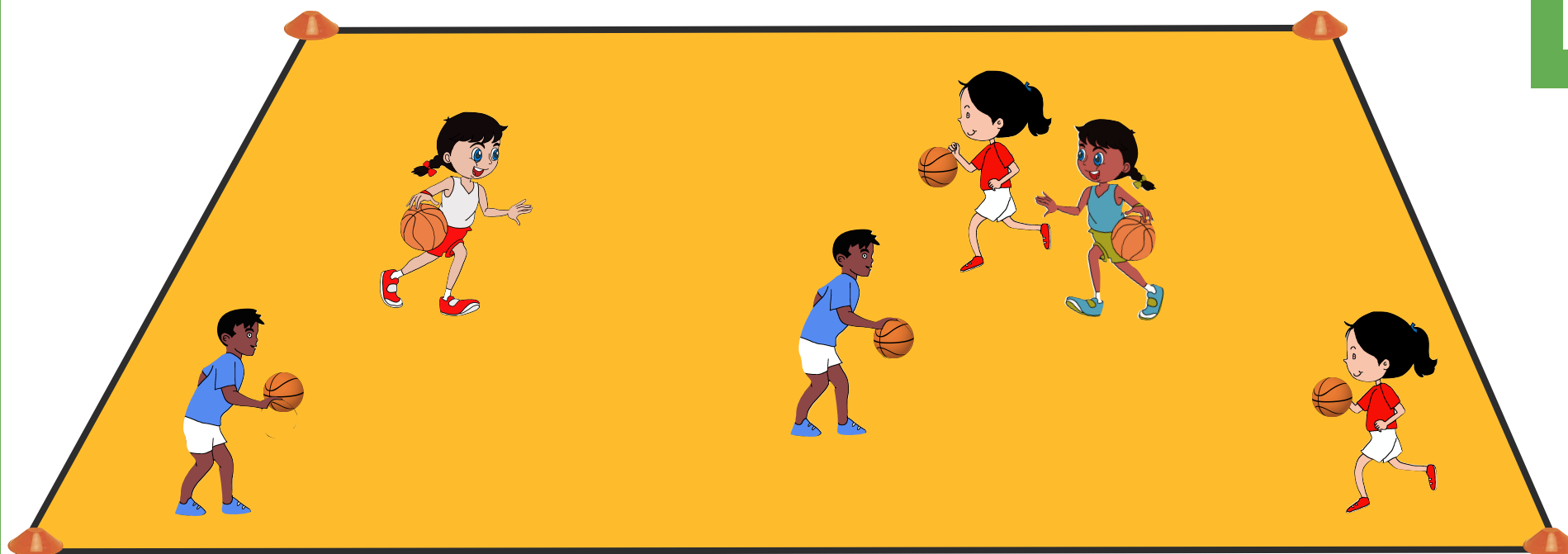
## COMPLEXITY



## EQUIPMENT

Cones  
Balls  
Bibs/Pinnies

- Each student receives a ball and a pinnie/bib that they tuck into the back of their shorts/pants (Like a tail)
- The aim of the game is to keep your 'tail' for as long as possible
- Students dribble around the playing area continuously trying to steal others bibs, whilst protecting their own. Students must not hold their own bib to protect it
- If a student loses their bib they continue trying to steal others
- When students steal a bib they must quickly tuck it and continue playing
- Students with more than one bib may hold it as insurance for a future lost bib or thoughtfully give it someone who doesn't have one.



## MODIFY IT

- ★ Shorten the playing area
- ★ Break students into smaller groups according to ability / play in a smaller area
- ★ See who can collect the most bibs (no donating a bib)
- ★ If you have different colored bibs have 4 different teams

## ASK STUDENTS

- ★ Why should you keep your head up while dribbling?
- ★ How do you protect your dribble/bib in this game?

# Hoop Knockout

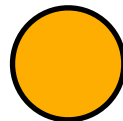
## SKILL FOCUS

Dribbling  
Finding Space

## GROUP SIZE

Whole Class

## COMPLEXITY



## EQUIPMENT

Cones  
Balls  
Hula Hoops

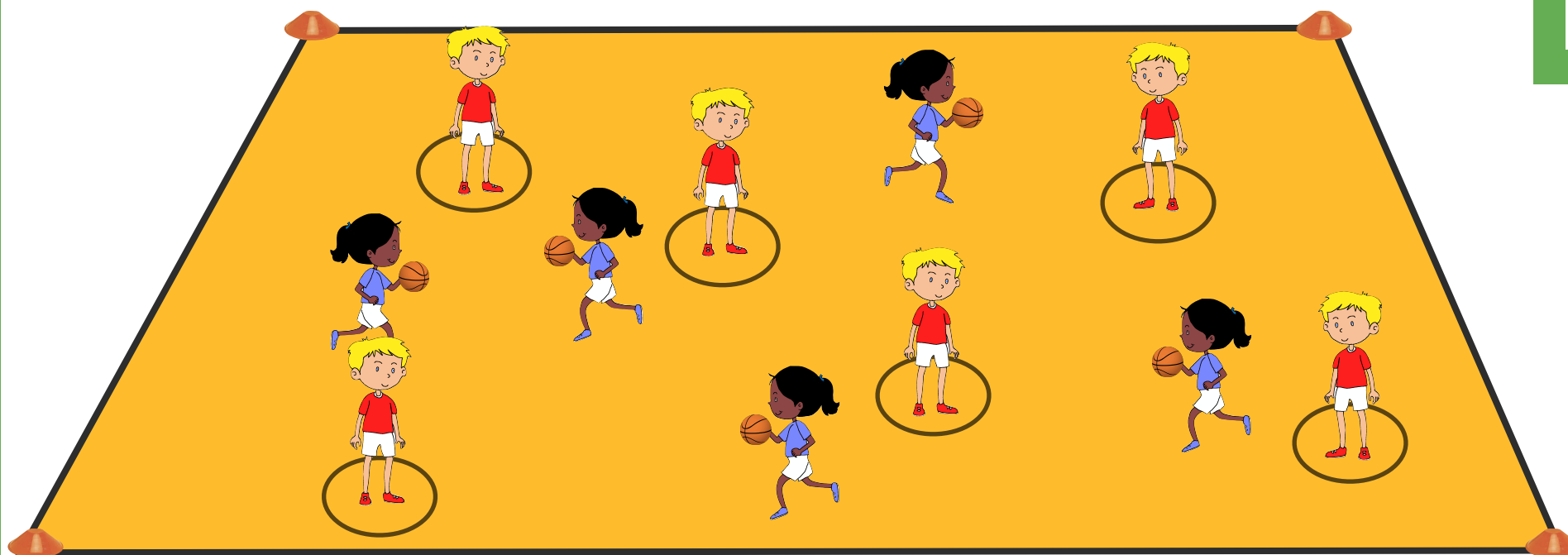
- Divide the class into two roles: Dribblers and Taggers
- Dribbler each receive a ball and taggers stand inside a hula hoop
- On teachers command dribblers begin dribbling around the playing area, taggers try to tag or a knock a dribblers ball away but must keep at least one foot inside a hula hoop
- If a dribbler is tagged or their ball is knocked away, they switch roles with the the tagger.

## MODIFY IT

- ★ Play with no defenders, students try to pass and move to complete set amount of passes
- ★ Place Cones / poly spots on the ground. These will identify places the students could run to to create space

## ASK STUDENTS

- ★ How can you make sure the defender doesn't intercept the ball?
- ★ If you do not have the ball as an attacker what can you do?



# Cant Touch this

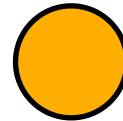
## SKILL FOCUS

Passing  
Finding Space

## GROUP SIZE

6-8

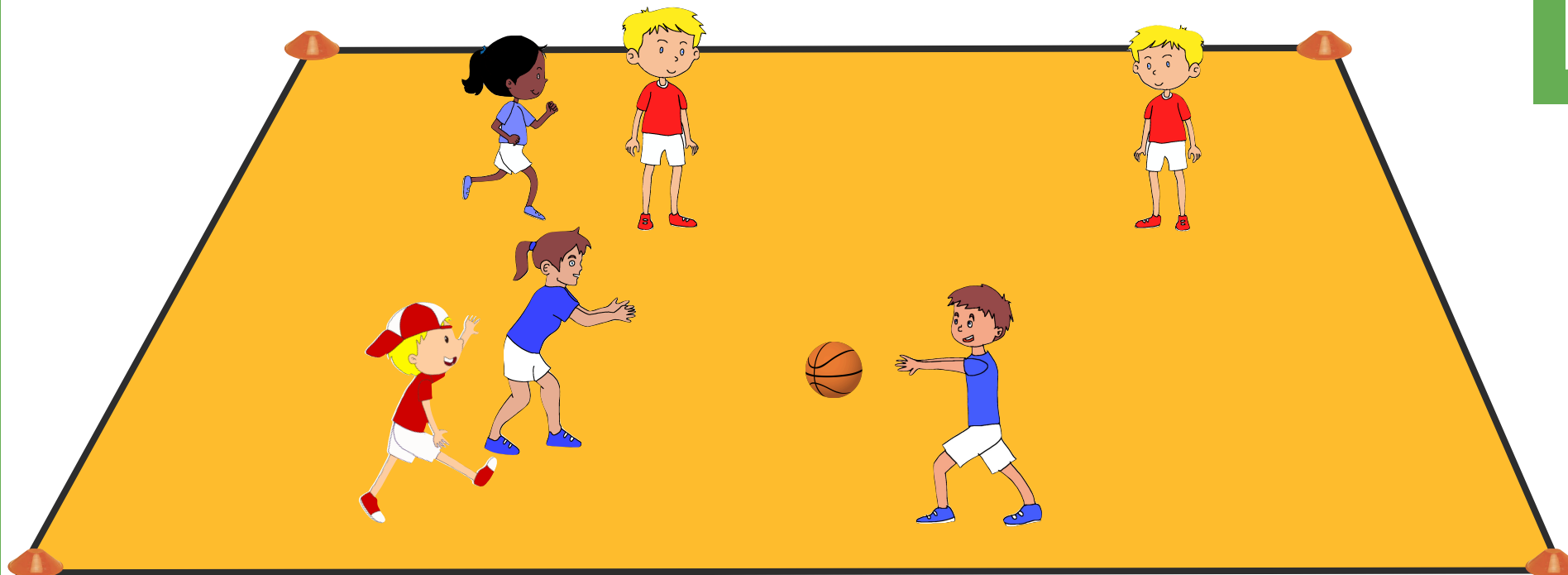
## COMPLEXITY



## EQUIPMENT

Cones  
Balls  
Bibs / Pinnies

- Divide each group into teams of 3-4. one team wears bibs/pinnies
- The offensive team starts with the ball and aims to make 5 successful passes without the ball being intercepted. 1 point for every time they make it to 5 passes.
- Offensive team cannot move with the ball
- Defensive team cannot 'steal' the ball from offensive team when in possession (intercepts are allowed)
- When an intercept or 5 passes occur, teams change roles.



## MODIFY IT

- ★ Weight the teams towards the offensive team e.g 4 attackers vs 2 defenders
- ★ Increase or decrease the size of the playing area
- ★ Increase or decrease the amount of passes needed to score a point
- ★ Set a period of time for offensive team to pass the ball e.g 3-5 seconds
- ★ Allow dribbling

## ASK STUDENTS

- ★ How can you make sure the defender doesn't intercept the ball?
- ★ If you do not have the ball as an attacker what can you do?



# End Zone

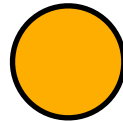
## SKILL FOCUS

Passing  
Finding / Creating Space

## GROUP SIZE

8-10

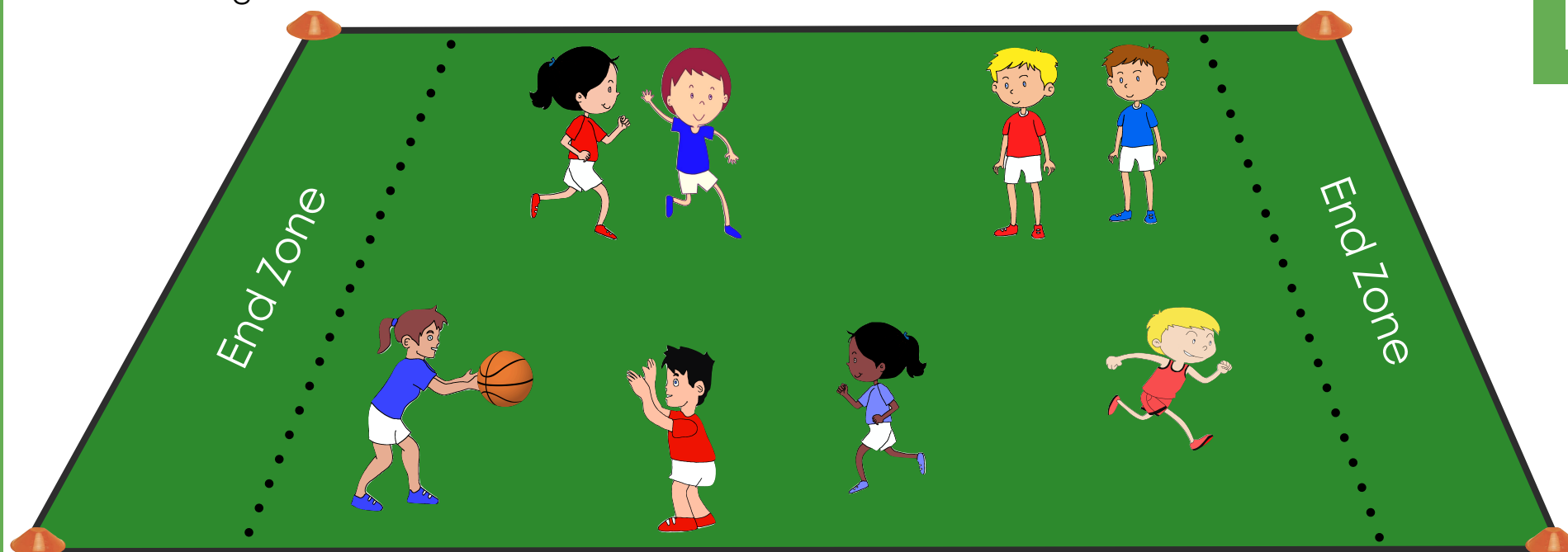
## COMPLEXITY



## EQUIPMENT

Cones  
Balls  
Pinnies

- Split group into two even teams.
- At each end have an 'end zone' that teams try aim to catch a ball within
- Offensive team start with the ball and must make at least 3 passes before going for the end zone
- Only one person from each team, is allowed inside the end zone at any given time. If the offensive team has 2 or more in the end zone it = a turnover
- Players cannot 'camp' in the end zone (10 seconds only allowed in the end zone)
- Defenders can intercept the ball but cannot 'steal' from attackers hands
- Offensive team cannot run with the ball
- No body contact allowed
- Defenders must give attacker in possession of the ball 3 feet space (arms reach). No crowding



## MODIFY IT

- ★ Increase or decrease amount of players
- ★ Increase or decrease playing area
- ★ Player can run for 3 seconds with the ball and then must pass
- ★ Allow more attackers/defenders in the end zone
- ★ Increase decrease amount of passes before attempting a pass to the end zone
- ★ Use different sized balls

## ASK STUDENTS

- ★ When is an optimal time to try and run in to the end zone for a catch?
- ★ How can you 'lose' your defender?

# Bump

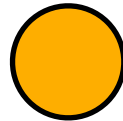
## SKILL FOCUS

Shooting, Rebounding

## GROUP SIZE

6+

## COMPLEXITY



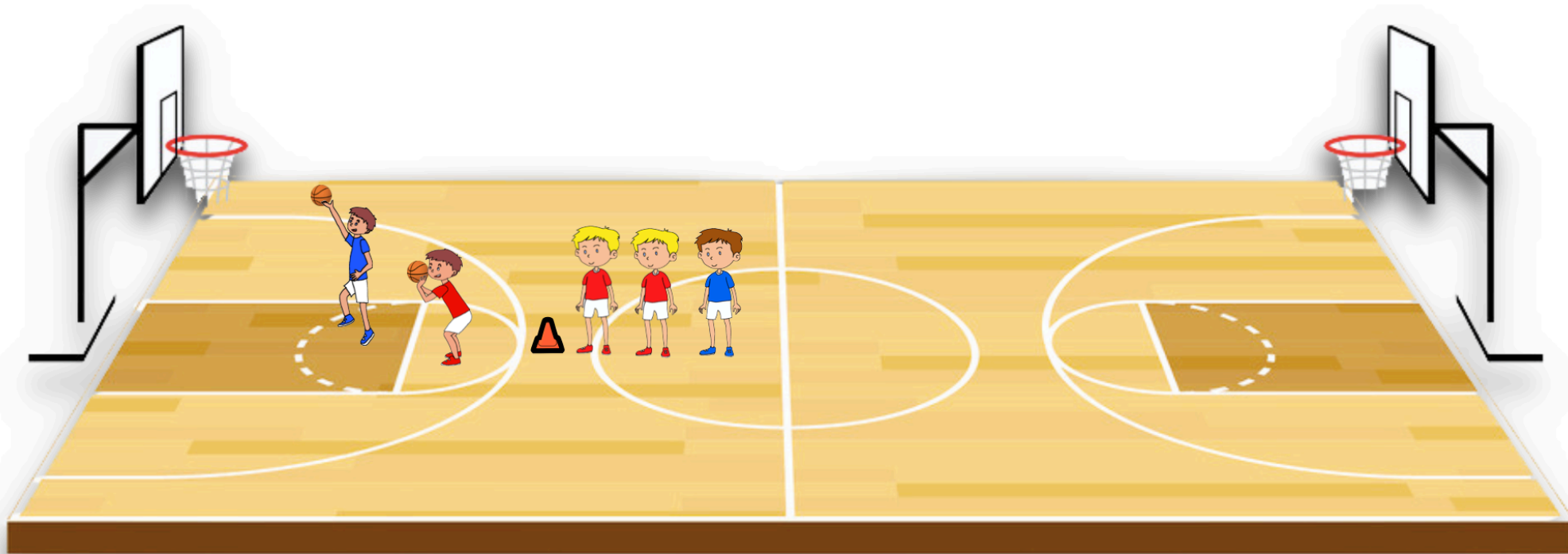
## EQUIPMENT

Cones  
Balls  
Bibs / Pinnies

- Each student receives a ball and lines up outside the 3point line
- The object of the game is to not let the person behind you score before you. If they do you are out
- To start the first person in line shoots from the free throw line, immediately after that the 2nd person shoots
- If players miss they keep going until they get it in, players can shoot from anywhere.
- Keep going until one person is left as the winner

## MODIFY IT

- ★ Easier: Shoot from the foul line or dotted line inside the paint
- ★ Harder: Shoot from the 3-point line
- ★ Allow students to “bump” the ball out of the air using their own ball
- ★ Students who are eliminated can stand under the basket. If they catch an airball by another student they take that student's place in the game



# Golden Child

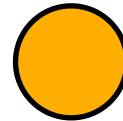
## SKILL FOCUS

Dribbling, Shooting

## GROUP SIZE

6+

## COMPLEXITY



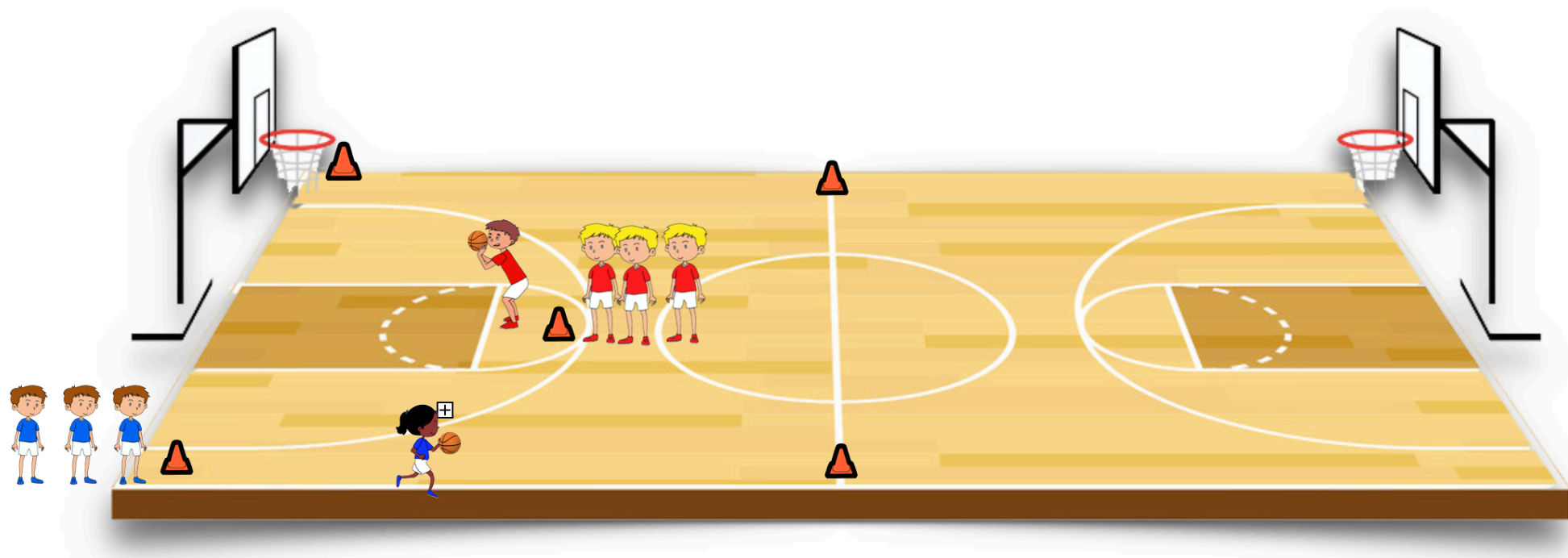
## EQUIPMENT

Cones  
Balls  
Bibs / Pinnies

- Break students into two teams. One team is the 'dribbling' team and the other is the 'shooting' team
- The object of the dribbling team is to get around the outside Cones as fast as possible one at a time.
- If the shooting team makes a basket from the free throw line the dribbler stops where they are and sits down. If the dribbler makes it all around each Cone before the shooting team makes a shot they score a 'run' for their team
- The last runner for the dribbling team is the 'golden child'. When they go they dribble around the Cones and as they go pas the player who are sitting down they revive them and they also try to make it to the last Cone.
- Switch over teams after everyone has had a go

## MODIFY IT

- ★ Easier: Shoot from the foul line or dotted line inside the paint
- ★ Harder: Shoot from the 3-point line
- ★ Increase or decrease the distance the student has to run around the cones





# Back to Back Bandits

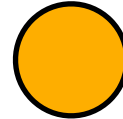
## SKILL FOCUS

Dribbling

## GROUP SIZE

6+

## COMPLEXITY



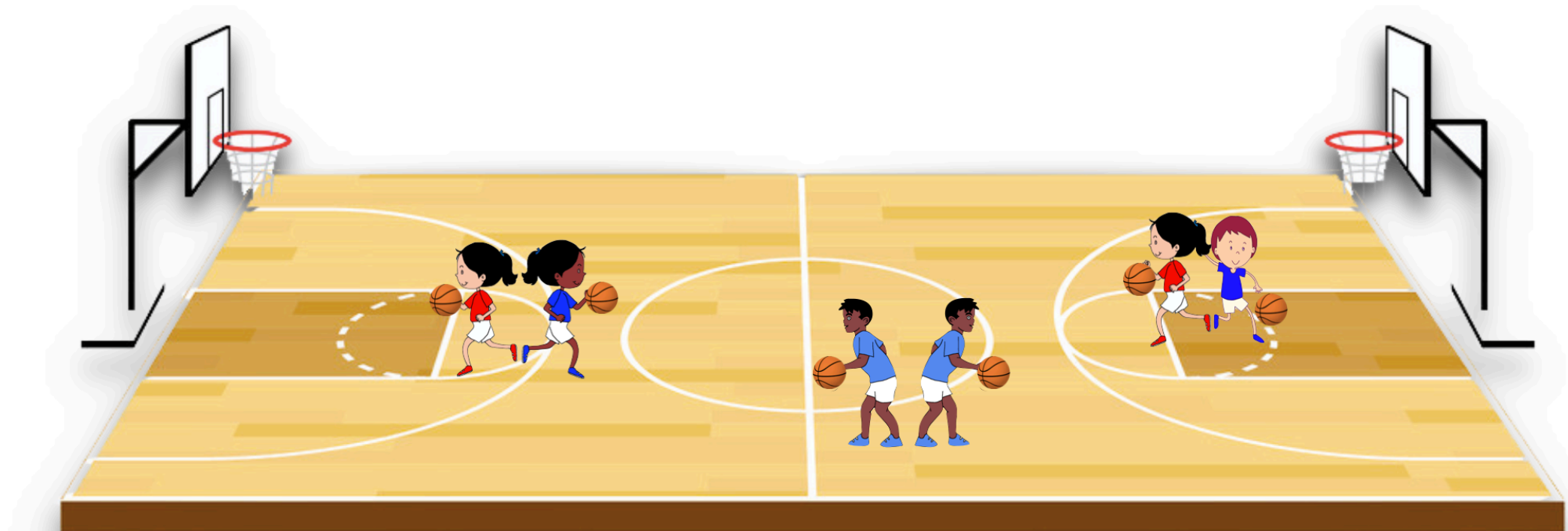
## EQUIPMENT

Cones  
Balls  
Bibs / Pinnies

- Each student gets a ball and finds a partner
- Students stand back to back and performs a stationary dribble.
- On teachers command students, try and poke the ball away from their partner whilst keeping control of their dribble. Students must keep stationary and only turn their body when they try and poke the ball away
- After a minute, students find another partner

## MODIFY IT

- ★ Easier: Have one student dribble while the other tries to poke it away
- ★ Harder: group 3 or 4 students together and have them all go back to back to compete



# Pass and Run

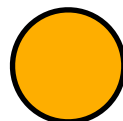
## SKILL FOCUS

Passing

## GROUP SIZE

6+

## COMPLEXITY



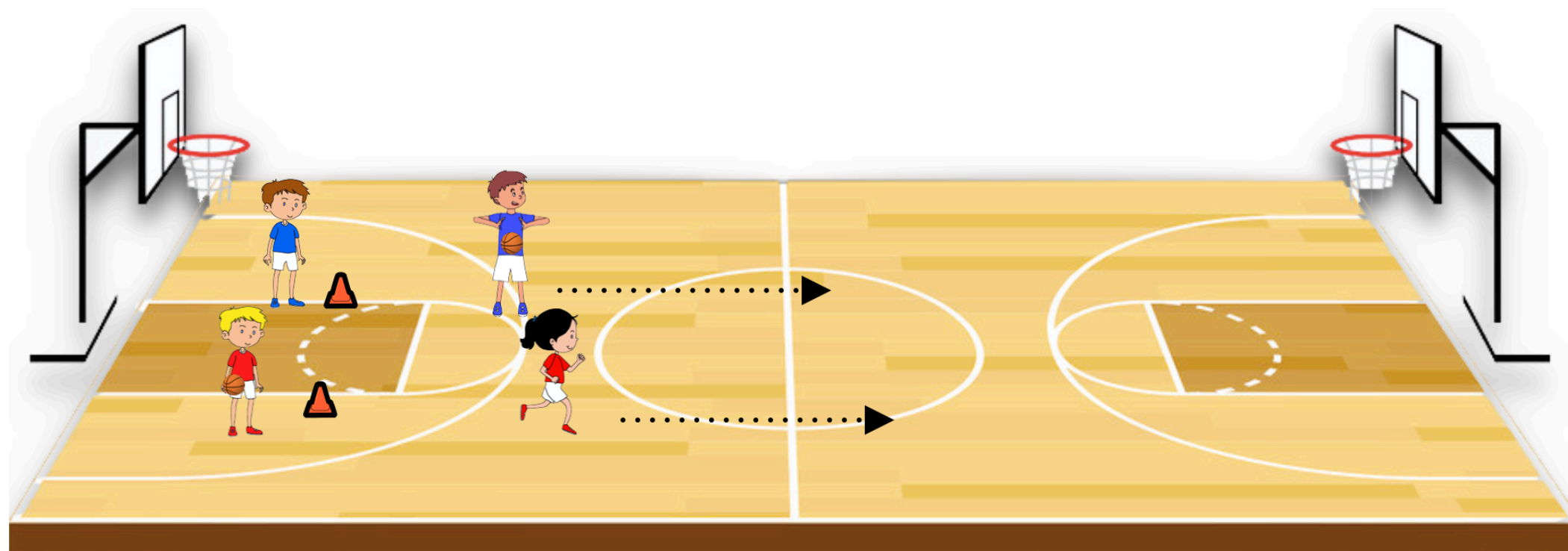
## EQUIPMENT

Cones  
Balls

- Split class into two lines
- Each student has a partner that they face in the other line
- Students pass back and forth all the way down court and finish with a layup
- No dribbling allowed just pass and move
- Emphasize moving ahead after a pass and calling for the ball.
- Try not to let the ball come to a stop

## MODIFY IT

- ★ Adjust the distance between the two passing lines
- ★ Have students practice chest passes, bounce passes, overhead passes and baseball passes
- ★ Harder: Add a third player in the middle that must relay the ball back and forth between the two outside players



# Circle Chase

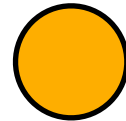
## SKILL FOCUS

Passing

## GROUP SIZE

6+

## COMPLEXITY



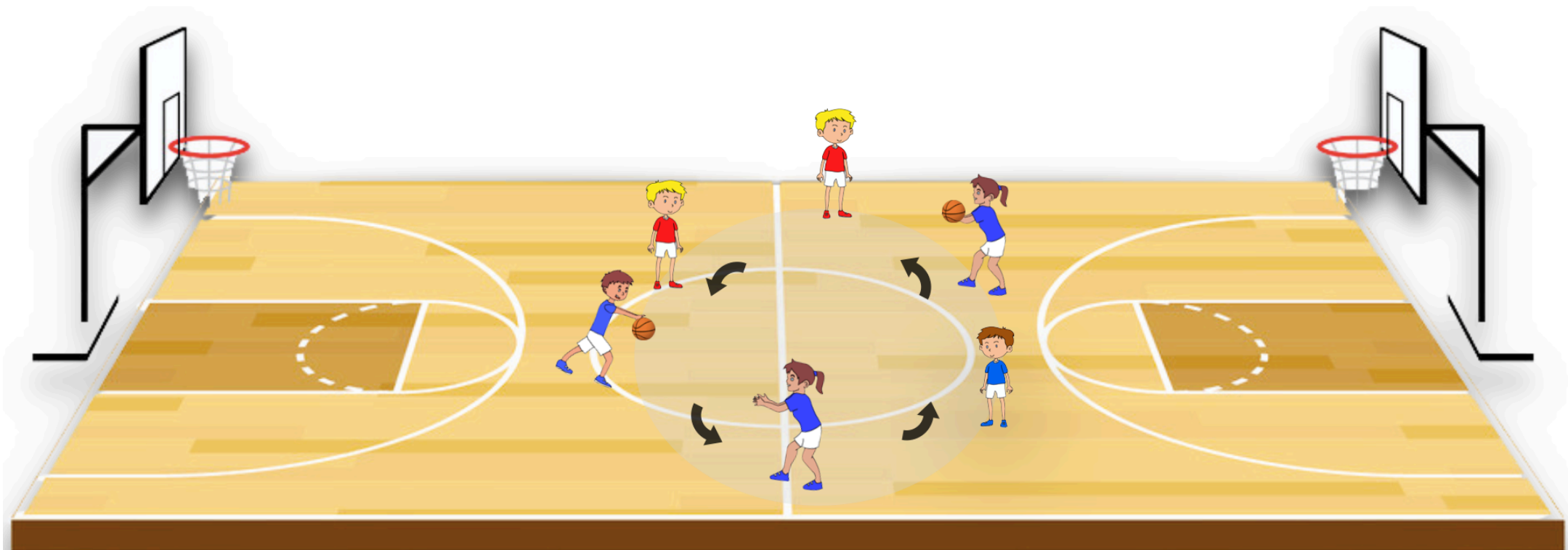
## EQUIPMENT

Balls

- Create a circle with approx 8-10 students. Make sure the circle is wide enough so students are approx 2-4 metres apart
- Have two players on opposite sides of the circle start with the ball
- Players pass the ball around the circle (without skipping a person) and try to overtake the ball in front
- Teacher calls 'change' and players must change the direction of the pass

## MODIFY IT

- ★ Adjust the distance between the passers
- ★ Have students practice chest passes, bounce passes, overhead passes and baseball passes
- ★ Add a third ball to the mix



# Pacman

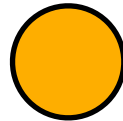
## SKILL FOCUS

Dribbling

## GROUP SIZE

10+

## COMPLEXITY



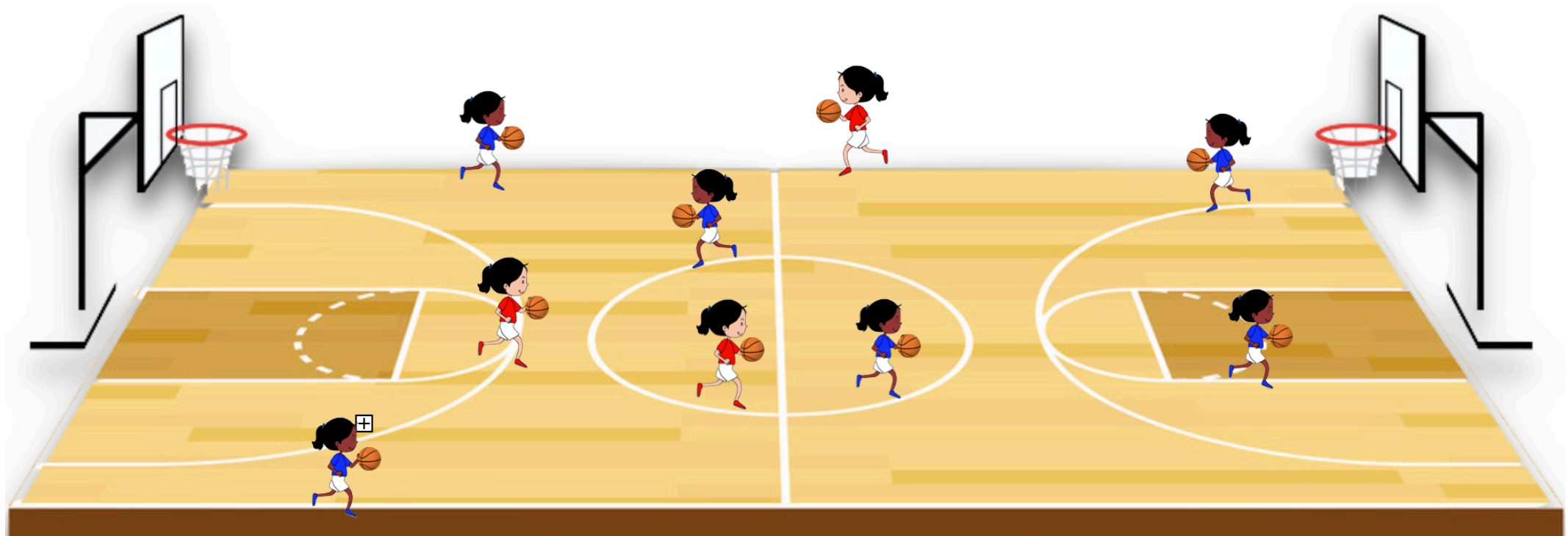
## EQUIPMENT

Balls

- Choose 4-5 taggers (red), the rest are Pacmen (Blue)
- Ghosts and Pacmen must stay on lines whilst running with no cutting of corners
- If tagged, a pacman is not out they must simply perform 5 star jumps (off of a line) and then return to the game.
- If whistle is blown the roles reverse and pacmen can tag the ghosts (10 seconds only), if tagged a ghost must perform 10 star jumps
- All students must dribble a ball

## MODIFY IT

- ★ Adjust the ratio of taggers to overall players to make the game easier or harder
- ★ Increase or decrease the size of the playing area





# Star Wars

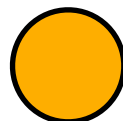
## SKILL FOCUS

Passing

## GROUP SIZE

8+

## COMPLEXITY



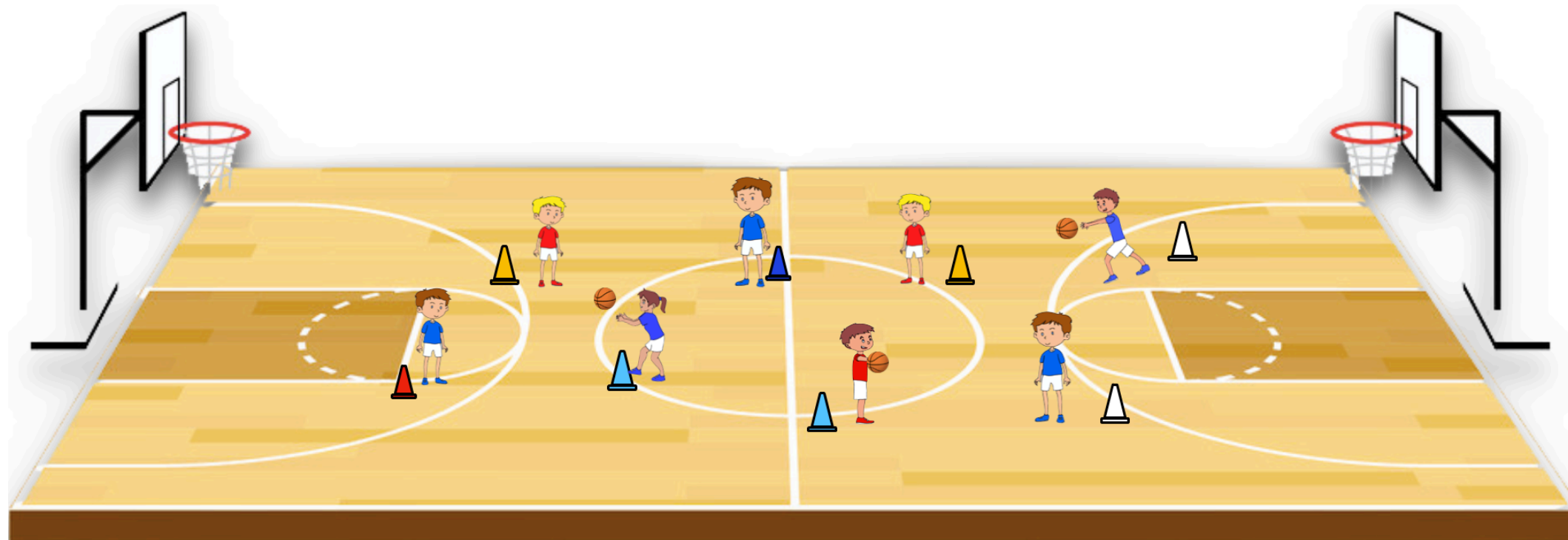
## EQUIPMENT

Cones  
Balls

- Start with a group of 8-10 students inside a 20m x 20m playing area
- Have 4 students on the outside of each side of the square as interchange players
- Students each have a tall Cone ('planet') they have to defend
- Students aim to knock over their opponents planet using a pass
- Students may run to collect a ball that is open space but must be aware that their cone can be knocked over with a pass if so
- If a cone is knocked over that students change over with an interchange player

## MODIFY IT

- ★ Adjust the distance between players
- ★ Use larger or smaller targets for players to aim at



# Titanic

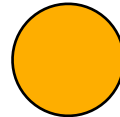
## SKILL FOCUS

Shooting

## GROUP SIZE

8+

## COMPLEXITY



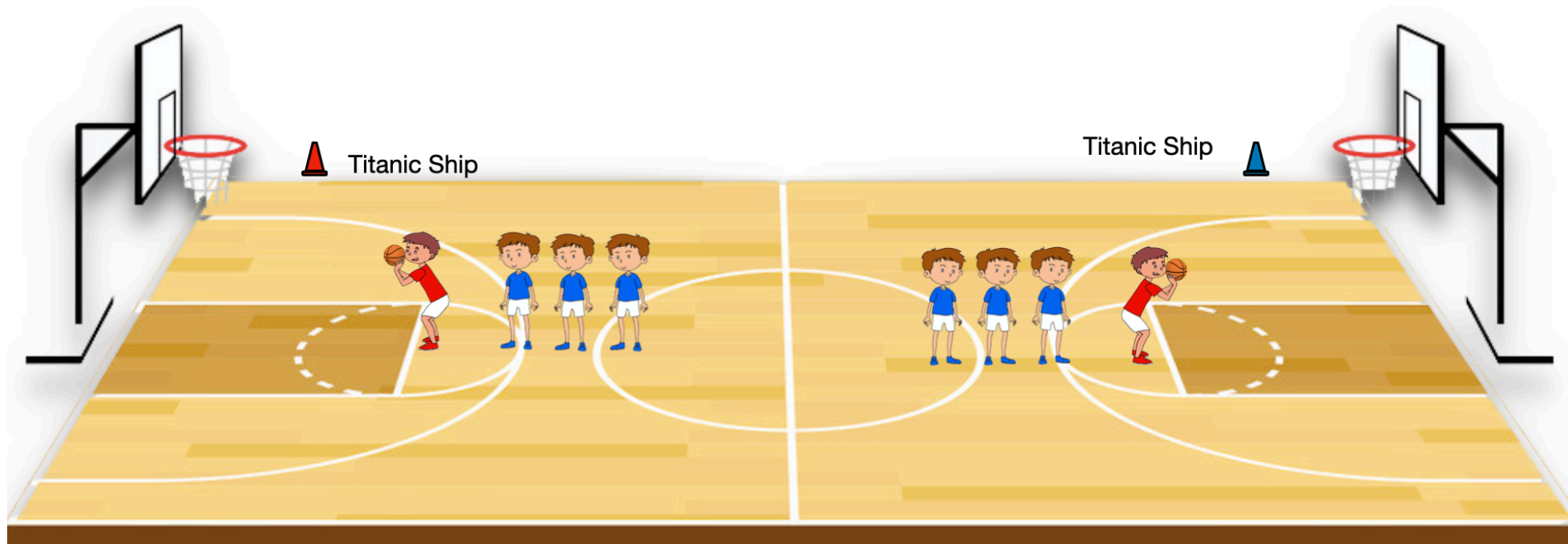
## EQUIPMENT

Cones  
Balls

- Split group into two teams, if you have access to more than two hoops split evenly across each hoop
- Choose a spot that students have to shoot from.
- On teachers go students shoot from this Cone, if they make it they go to the end of the line, if they miss they head over to the 'titanic' ship (a Cone in the corner)
- If a student makes a shot they release the first person in line on their 'titanic'
- If all students are on the titanic ship, that team loses. Keep playing until one team is left.

## MODIFY IT

- ★ Adjust the distance of the hula hoops to the basket
- ★ Have players make 2 consecutive shots to progress to the next hoop



# Number Challenge

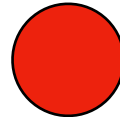
## SKILL FOCUS

Gameplay

## GROUP SIZE

6+

## COMPLEXITY



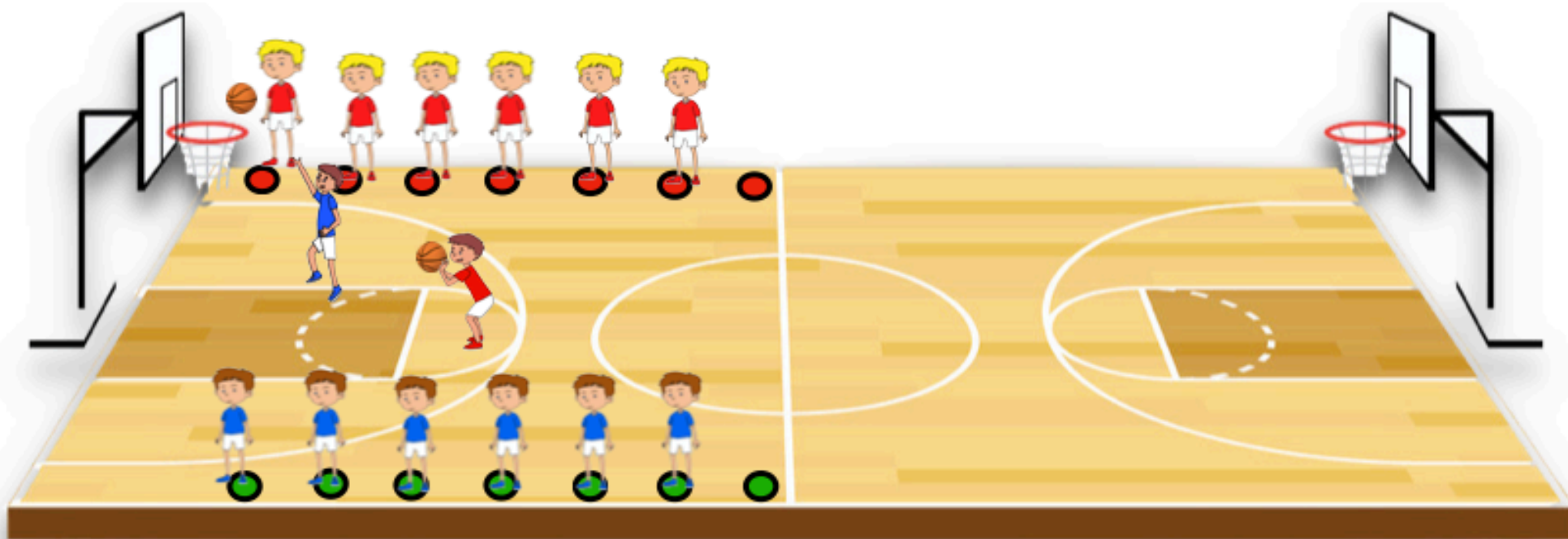
## EQUIPMENT

Cones  
Balls  
Bibs / Pinnies

- Split class into two even teams or 4 teams to keep numbers lower
- Give each student in each team a number e.g 1-8
- The teacher calls out a number and each student with that number races out and collects a ball and tries to score before the other teams.
- The student who scores first scores a point for their team and all players head back to their line

## MODIFY IT

- To make it more challenging call 2-3 numbers at a time and players must transport the ball via pass only (no dribbling) and all players must score



# Jail Break

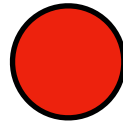
## SKILL FOCUS

Shooting

## GROUP SIZE

5+

## COMPLEXITY



## EQUIPMENT

Balls

- Split students into groups of approximately 5-6 and have each group go to a hoop each
- Students line up and shoot from the free throw line. The first student to miss starts in the keyway (jail)
- The next student shoots a free throw, if they miss the person in the 'jail' grabs the rebound and dribbles out to the 3 point line. The student who just missed plays defense to prevent them from scoring. Making game of 1 vs 1.
- The first student who scores, wins. The student who lost goes to or stays in jail.
- Each student starts with 5 points. Every time you lose a game you lose a point.
- If you are on zero points you still play. The last person to lose all their points is the winner.

## MODIFY IT

- ★ Easier: shoot from dotted line inside paint
- ★ Harder: shoot from 3-point-line
- ★ Set a time limit for the 1v1 game to be completed (roughly 10-15 seconds)

