

## ODD BALL

Group Games (Secondary)

### STUDENT TARGETS

- **Skill:** I will move create open space on offense and close space on defense.
- **Cognitive:** I will discuss strategies for offense and defense.
- **Fitness:** I will actively engage in order to increase my heart rate.
- **P&S Responsibility:** I will move safely, following all game rules.

### TEACHING CUES

- Stay Alert & Under Control
- Move Without the Ball
- Offense Open Space
- Defense Close Space

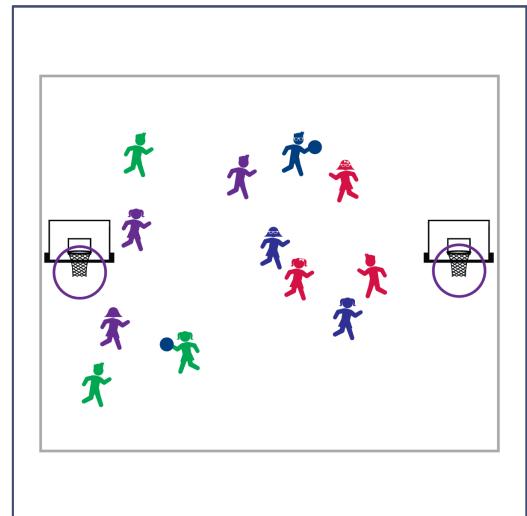
### ACTIVITY SET-UP & PROCEDURE

#### Equipment:

- 1 foam ball per 6 students
- 1 basketball hoop per 6 students
- 1 hula hoop per basketball hoop
- Pinnies (or team markers) for multiple teams of 3.
- 4 low profile cones per game court

#### Set-Up:

1. Basketball court markings (or cones) as boundaries.
2. Hang 1 hula hoop on each basketball hoop (rim).
3. Create an even number of teams. Teams of 3 is ideal. However, teams of 4 will work. Several teams play on one court at a time.
4. Begin the game with 1 foam ball in play. Add multiple balls in order to increase the pace of the game.



#### Activity Procedures:

1. It's time for Odd Ball! The object of the game is to score points by either hitting the backboard (1pt), making a basket (2pts), or throwing the ball through the hula hoop (3pts). Your team is assigned a goal and can only shoot on that goal.
2. Your team can move the ball by passing to your teammates (overhand or underhand). You cannot take any steps if you're holding the ball.
3. If a ball is dropped or hits the ground, it's a turn over, and the defender closest to the ball can pick it up and advance toward her/his team's target. (Play R,P,S if a "jump ball" situation occurs.)
4. Defenders must stay 3 feet away from the player with the ball and cannot hit the ball out of the offense's hands or make body contact for any reason.
5. We will add multiple balls as the game continues.

#### STANDARDS & OUTCOMES ADDRESSED

- **Standard 2 [M1.6-8]** Creates open space by using locomotor movements (e.g. running) in combination with movement (e.g., pathways; change of speed/direction) (6); Reduces open space by using locomotor movements (e.g., running) in combination with movement concepts (e.g., reducing angles, reducing distance) (7); Opens and closes space during small-sided game play by combining locomotor movements with movement concepts (8).

#### DEBRIEF QUESTIONS

- **DOK 1:** What would you include on a list about offense? About defense?
- **DOK 2:** How do angles affect your spacing and movement on defense?
- **DOK 3:** How is balance and agility (skill-related fitness) related to offensive and defensive movement?