

# BUST DOWN THAT WALL



## LEARNING TARGETS:

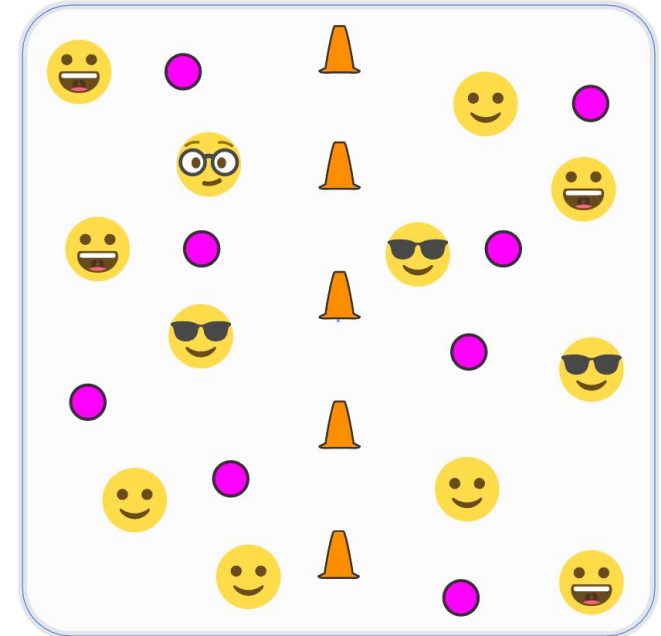
- **Skill:** I will throw, toss, or roll an object using correct skill cues.
- **Cognitive:** I will identify correct skill cues for throwing, tossing, rolling, or catching.
- **Physical Activity:** I will remain active as an offensive or defensive participant for my team.
- **SEL:** I will share equipment and complement teammates for using appropriate skill cues.

## EQUIPMENT NEEDED:

- Enough coated foam balls in a variety of sizes for half the class, cones or dome cones, 2 walls, music player

## ORGANIZE:

- **Space:** Make a center line with cones. Scatter various sized coated foam balls on each side.
- **Students:** Divide students into two groups, one on each side of the cones.



## PROCEDURES:

- **The Object:** Score as many points as you can for your team by hitting the rear wall of the opposite team's side with a coated foam ball.
- **The Process:** The ball must bounce on the floor at least once before hitting the wall in order to score a point. Foam balls hitting the wall in the air (without a bounce) subtract a point for your team. The team scoring the most points in the time limit wins that round.
- On the start signal, players stay on their side of the floor and throw, toss, or roll foam balls to hit opponents' wall.
- To score, the ball must bounce at least once before hitting the wall. If foam ball hits the wall in the air, the team loses a point.
- A player can hold only one foam ball at a time.
- Players are allowed to defend their team's wall from being hit, but must stay on two feet.
- Play continues until one team reaches a target score or time limit expires.
- CHALLENGE - Points can only be scored for throws, tosses, or rolls that utilize correct skill cues.