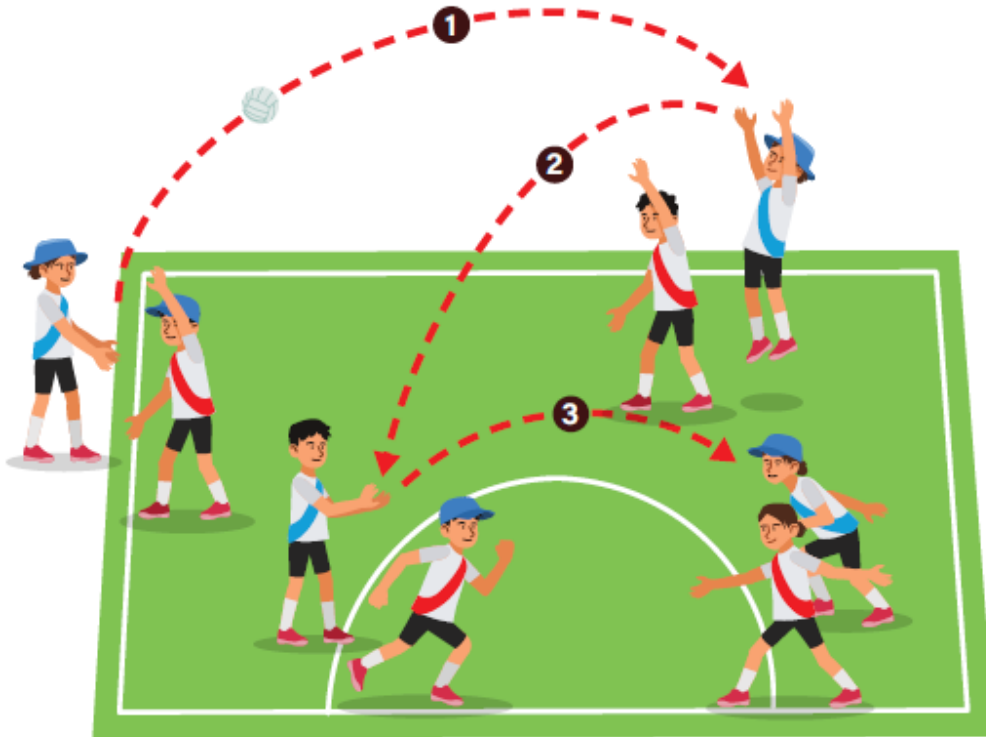


# Station 1: Space Pass

(Invasion games)



## Set up:

- Teams of four players
- Play in a hall or adapt for an outdoor area
- Choose a suitable area size

## Play:

- One player starts with a pass from outside the court.
- Players cannot run with the ball or pass straight back to the thrower.
- A point is scored when a team makes four consecutive passes without dropping the ball.
- After a point is scored, the other team passes in from outside the court.
- If the ball is intercepted, it is turned over to the other team.
- In an incomplete interception, the ball remains with the passing team.
- Players need to keep one step away from the ball-carrier.
- Use different types of balls to vary the game.

## Equipment



**Bands**  
(Bibs)



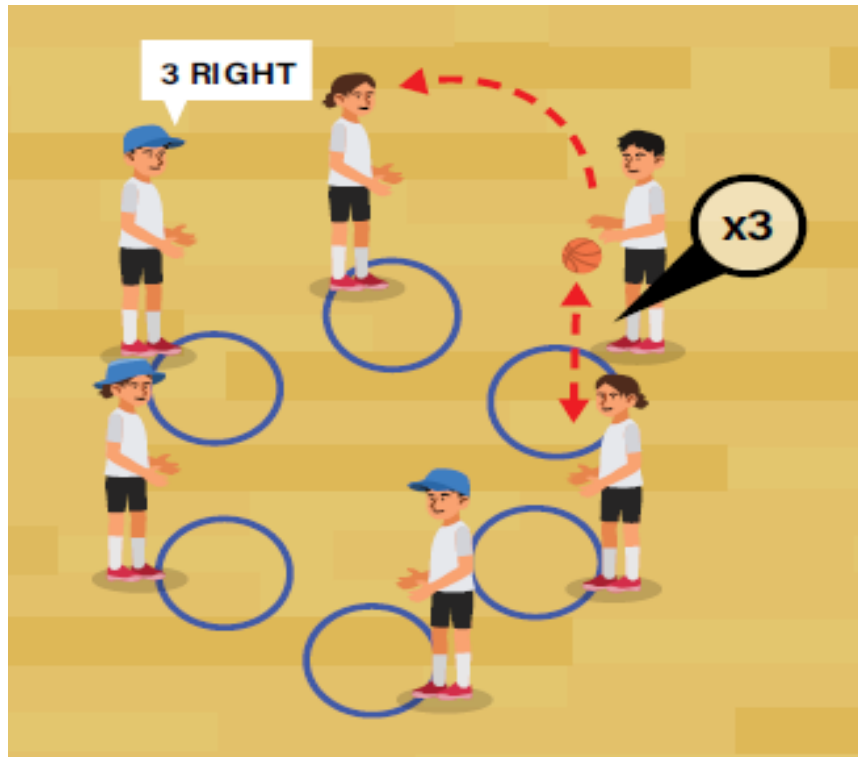
**Cones**



**Ball (rugby, netball, basketball),**

# Station 2: Clock Dribble

## (Cooperative Game)



### Set up:

- Divide into groups of 4–6 children
- Each player has a ball and a hoop or chalk-drawn hoop
- Play on a court or grass area
- Place each hoop on the ground to make a larger circle and stand outside the larger circle created by these hoops

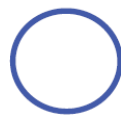
### Play:

- Begin with each player bouncing their ball continuously in their hoop
- Team members take turns to call a direction (left or right) and a number (0–4)
- The group then bounce-pass the balls around the circle according to the number and direction called
- Players then bounce the ball again in their hoop until another direction and number is called

### Equipment



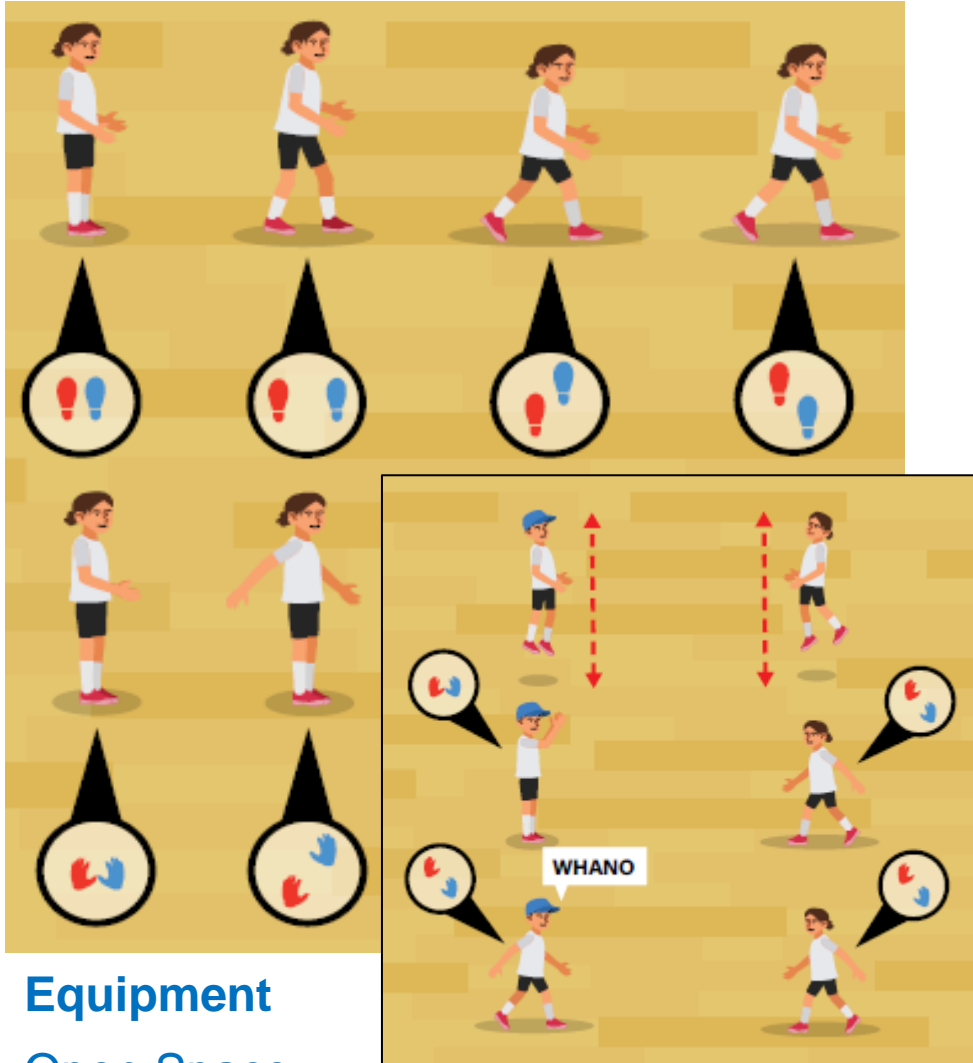
Large balls (4–6 per group)



Hoops (4–6 per group)

# Station 3: Whano Whano

(Challenge Game)



**Equipment**  
Open Space

## Set up:

Children work in pairs and stand opposite each other

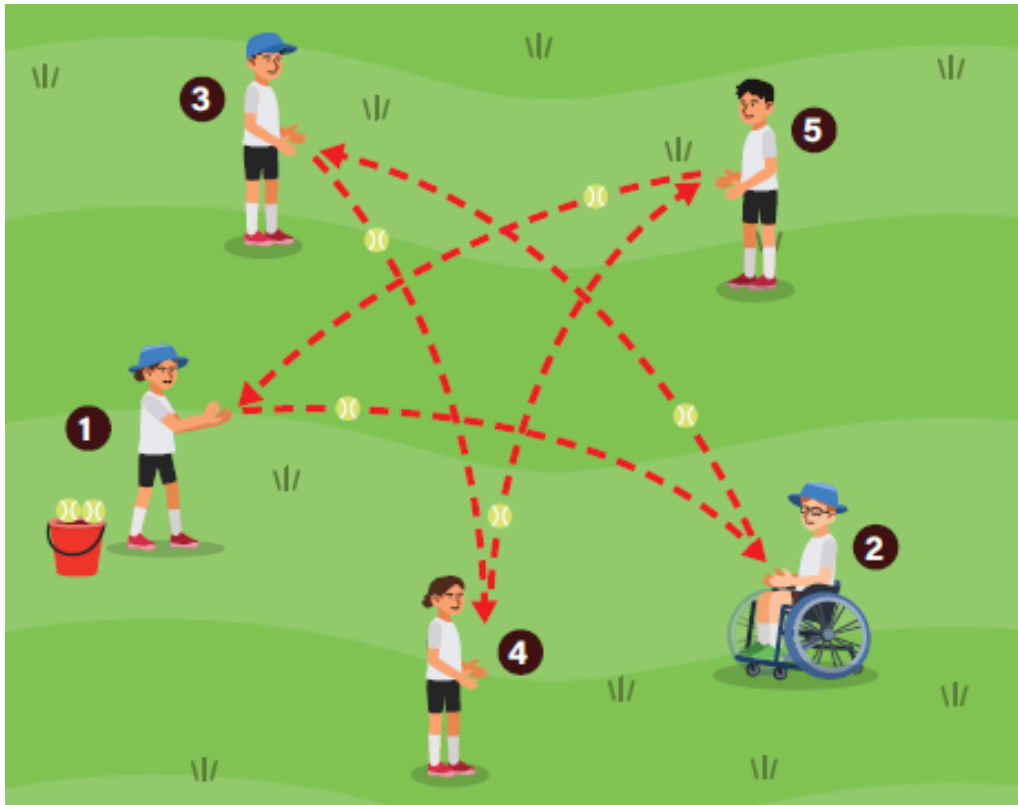
## Play:

- One partner calls, “Whano” and they both jump into the air and land in one of four feet positions
- Positions include: Feet apart or together, right or left foot forward
- If both players’ feet land in the same position, the first player to call “Hī” wins the point
- If a player calls “Hī” but the feet do not match, their partner gets the point
- If players both call “Hī” at the same time, the loudest caller wins the point
- Children should be encouraged to jump as high as possible and perform leg movements in the air to give them more time to read their partner’s landing position

Whano – a verb meaning ‘to begin, proceed’

# Station 4: Pattern ball

## (Target Game)



### Set up:

- Play in a circle of 6–10 students. Use hoops/spots to mark students place in the circle.
- Use a variety of objects/balls that are easy and safe to catch.

### Play:

- Set up a pattern where everyone in the circle has someone to pass to. Players cannot pass to their neighbour.
- Each player needs to know who they receive from and who they pass to.
- Once the pattern is established, introduce another ball into the pattern.
- Keep introducing balls into the pattern. See how many the group can manage.
- If a ball is dropped or two balls collide, start again with one player feeding the balls into the pattern from the bucket of balls.

### Equipment



Buckets



Hoops



Bean bags



Mid-sized balls



Tennis balls