NET and WALL GAMES
Teaching Games for Understanding

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Promoting fun, active participation for all

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LOVE or MONEY

Game Objective

Playing for "love"– Cooperative: To throw an object over the net directly to each other, developing the concept of rallying (throw underhand only then underhand or overhand).

Playing for "money"– Competitive: To make the object as difficult to return as possible and try to win the rally.

Skills and Concepts

❖ Underhand throw and overhand throw

Strategies and Tactics

✚ Look for open space on the opponent's side of the net.

✚ Make it difficult for the opponent to return objects.

Equipment

❍ One object for each group of two: tennis ball, foam ball, bean bag, rubber chicken, or stability ball

❍ Pickle ball, badminton, or volleyball nets

Set Up

❑ Set up your choice of net.

❑ One person from each pair stands on each side of the net.

Instructions

☛ Players stand across the net from opponent.

☛ Blow the whistle and yell out "LOVE": give players 30 seconds to play for "love."

☛ The player with the object begins the rally by throwing it over the net.

☛ Blow the whistle again and yell out "MONEY": players continue their rally, playing for "money." When the rally ends because the object was thrown outside boundaries, the ball fails to clear the net, or the ball hits the floor, the rally begins again.

☛ Alternate between "love" and "money."

Variations

✤ Playing for "money"–Competitive: players throw the object over the net within the court boundaries, trying to win the rally. First, throw underhand only, then throw underhand or overhand.

✤ Do the same as either of the above objectives but use two players per side.

Questions for Understanding

? When you played for "love" you threw directly to your opponent.

? When you played for "money," where did you throw the ball?

? What speed was most effective to win the rally?

? Where is the open space on the court?

? Where can you throw the object to make it most difficult for your opponent to reach it? If your opponent was able to catch the object, where is the best place to throw it next?

TAGHIT

Game Objective
To not get hit or tagged by a ball.

Skills and Concepts
✤ Dodge, catch, and throw

Strategies and Tactics
✚ Offense: catch defensive players unaware.

✚ Defense: observe all players and balls.

Equipment
❍ Three to five medium-sized foam balls

Set Up
❑ Define a square, about ten paces wide, in the corner of a room or gym.

❑ Offense: approximately five people stand outside the square (half of them are holding a ball).

❑ Defense: approximately two people stand inside the square.

Instructions
☛ Each player with a ball throws the ball against the wall and tries to hit a player inside the box with the ball, or tag that player with the ball if she is standing close to the edge. The two players switch positions when either of these situations occurs.

☛ If a defensive player catches the ball, she is still in. The defensive player tosses the ball to the thrower who does ten jumping jacks before resuming play.

☛ Offensive players may go in the court only to retrieve balls, not to tag or throw a ball at players inside the box.

Questions for Understanding
❓ Defensive: How do you best keep track of the balls and their position on the court? How does location on the court help defensive play?

❓ Offensive: How does having fewer or more balls in play affect the flow of the game? How does using two walls affect success?

BALL TOSS – SIDEWAYS

Game Objective

To count the most successive passes to a partner (or a certain number in a set time) with the ball bouncing off a wall.

Skills and Concepts

✤ Catch, forearm pass, overhead pass, and throw

Strategies and Tactics

✚ Throw a ball to a place where it is easy for a partner to catch it.

✚ Position each other in different parts of the court.

Equipment

❍ Tennis ball –> foam ball –> volleyball –> basketball –> stability ball (use two hands to hit or push ball)

Set Up

❑ Define a line approximately one metre up the wall.

❑ Define side lines that make for three courts that are approximately four to eight paces wide.

❑ Define an end line that makes the court approximately four to eight paces deep.

❑ Each player stands in the middle of his court.

❑ One player holds a ball.
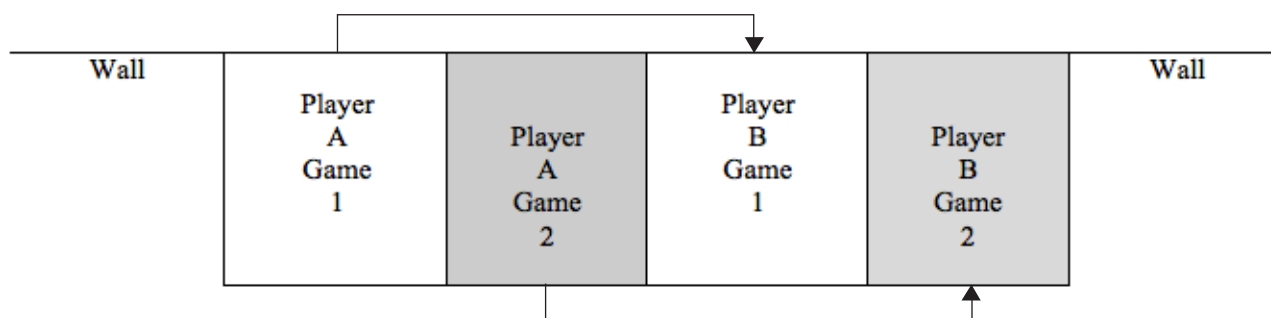
Instructions

☛ On the signal to begin, Player A tosses the ball so that it bounces off the wall above the one metre line and goes in a direction away from Player B.

☛ Player B catches the ball.

☛ Player B cannot move closer to the wall but can position himself so that he can better throw the ball.

☛ Player B throws the ball so that it bounces off the wall and goes in a direction away from Player A.