SUPER BOOT

PLAYERS SCORE POINTS BY KICKING OVER LINES OR AT TARGETS IN A DEFINED AREA. PLAY IN SMALL GROUPS





SKILLS FOCUS

EQUIPMENT AND SET UP

- 1. 10+ Rugby balls
- 2. 8+ marker cones to define the kicking area
- 3. Targets e.g. bags, bibs/sashes, hoops.

AUSTRALIAN CURRICULUM LINKS

LEARNING AREA:

Health and Physical Education

Movement and physical activity

SUB-STRAND:

Moving our body, Learning

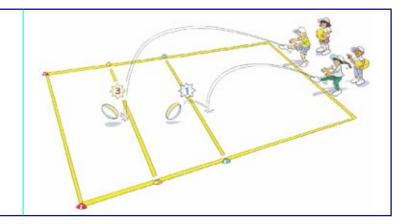
FOCUS AREAS:

Active play and minor games,

Fundamental movement skills

WHAT TO DO

- 1. Organise players into groups parallel to each other facing the field.
- 2. Call 'Kick!' and one or two players in each group kick the ball into the playing area.
- 3. Players score their kick based on which line it lands over or target they hit.
- 4. The remaining players in each group kick their balls and note their score.
- 5. Call 'Collect!' to instruct all players to collect their ball and the next round begins after all team members are behind the starting line.



TEACHING TIPS

- Encourage players to hold the ball with the bottom point ready to drop onto the top of their shoe lares
- Encourage players to extend their foot by pointing their toes at a target

VARIATIONS

- Groups or individuals score their kicks to achieve a personal hest
- Players can choose to perform a drop-punt, drop-kick or place kick
- Use a range of targets e.g. hoops, baskets, bags, bibs/sashes, witches hats

QUESTIONS FOR UNDERSTANDING

- What things does your body need to do to be able to kick your ball near a target
- What can you do to help you kick for distance?
- When might you need to do a short kick or a long kick in a game

FAIR PLAY OPPORTUNITIES

- In mixed ability groups, more able players must kick further to achieve the same points as other
 players
- If players are having difficulty, they can kick the ball off a marker con
- Encourage positive comments by all students