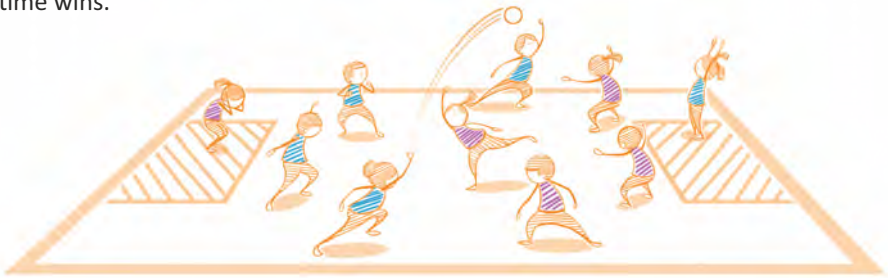


Description of Activity

Set up a large rectangular playing area with one large square at either end. Arrange pupils in two groups, wearing bibs. One pupil from each group is the scout and positions themselves inside the square in the opposition's end of the playing area and cannot move outside it. The aim is to pass the ball around, working it into opposition territory until close enough to pass the ball to the scout in the square. Only the scout can stand in the square. If the scout catches the ball, it counts as a score and the thrower joins them in the square. The group with the most pupils in the square (behind enemy lines) at the end of a predetermined time wins.



Variations

- Vary the number of pupils per activity and the size of the playing area.
- Introduce new rules to ensure as many pupils as possible are involved, e.g. make five passes before scoring or every teammate must receive a pass before scoring.
- Vary the locomotor skill used to move around the area, e.g. skipping or side stepping only.

Equipment

An open playing area, soft balls, cones, bibs



- **Pause the activity at intervals to focus on the specific teaching points for catching in the lesson. Invite a pupil to demonstrate correct technique, allow pupils to practise in isolation and then return to the activity. Provide feedback to individuals while they perform catching during the activity.**
- **While throwing and catching are similar concepts they should always be taught separately and in isolation.**



- **In your PE journal, list five uses for catching in everyday life.**



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