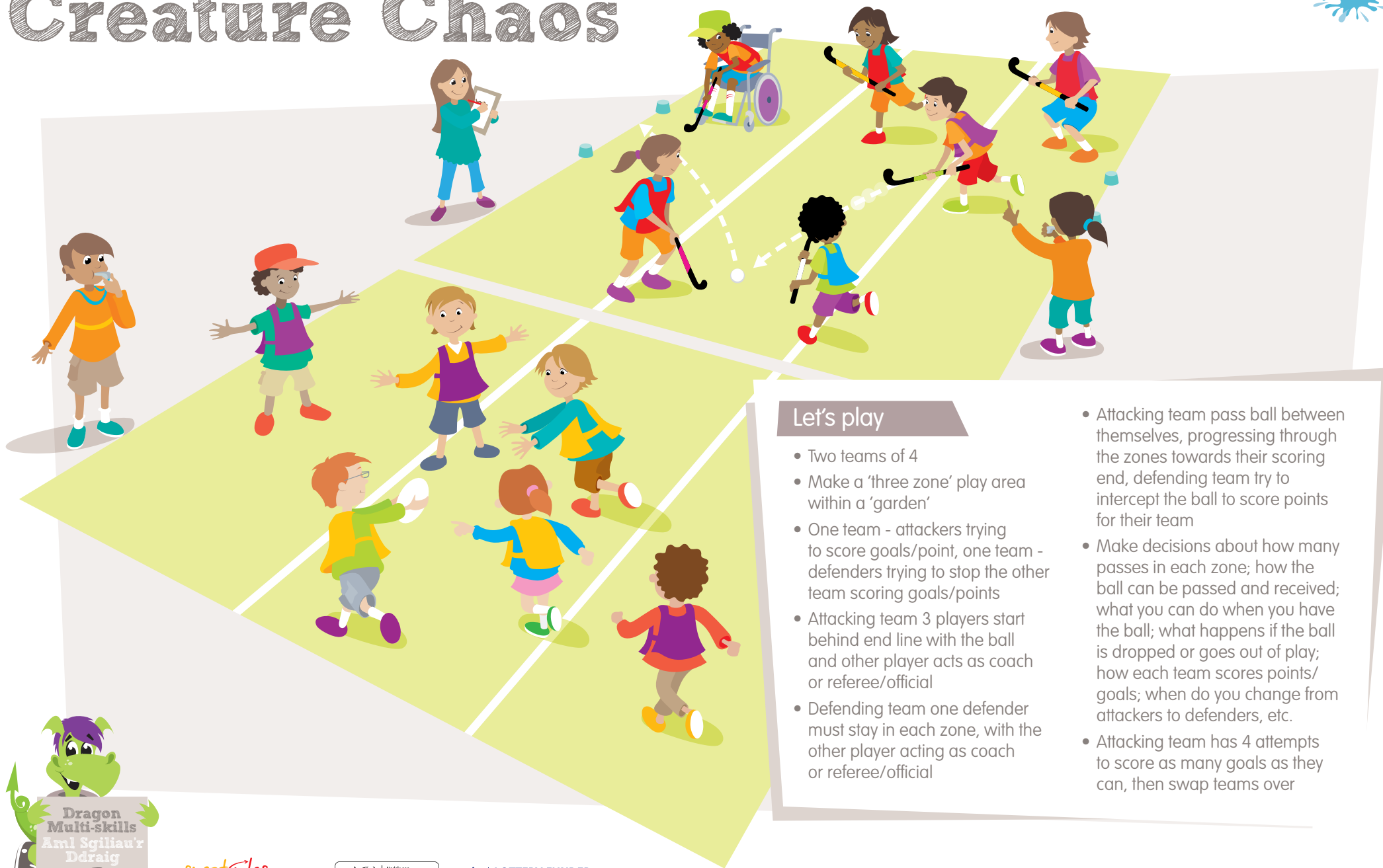


As they apply their skills

# Creature Chaos

Activity Card

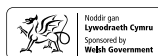


## Let's play

- Two teams of 4
- Make a 'three zone' play area within a 'garden'
- One team - attackers trying to score goals/point, one team - defenders trying to stop the other team scoring goals/points
- Attacking team 3 players start behind end line with the ball and other player acts as coach or referee/official
- Defending team one defender must stay in each zone, with the other player acting as coach or referee/official
- Attacking team pass ball between themselves, progressing through the zones towards their scoring end, defending team try to intercept the ball to score points for their team
- Make decisions about how many passes in each zone; how the ball can be passed and received; what you can do when you have the ball; what happens if the ball is dropped or goes out of play; how each team scores points/goals; when do you change from attackers to defenders, etc.
- Attacking team has 4 attempts to score as many goals as they can, then swap teams over



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# Creature Chaos



## Key words

Attack, send, receive, throw, catch, pass, trap, bounce, keep possession, dodge, travel with, communicate, etc.

Defend, mark, gain possession, intercept, anticipate, watch, dodge, communicate, etc.

Target, hit, miss, goal, score, points, aim, accuracy

Fast feet, fast thinking, fast reactions, 'ready', 'alert', 'awareness'

## Resources

Throw-down markers, variety of balls including fit-balls, variety of bats, rackets and sticks, hoops, goals, targets, bibs, tags, plus ball, jingle balls, etc.

## Safety & Organisation

### Ensure:

- the surface is safe and free from obstructions
- children work in 'gardens' and understand the rules for retrieving balls that go into other 'gardens'
- non-contact
- zones for less ambulant or wheelchair users as appropriate

## Opportunities to:

- contribute to the rules of the activity and observe the conventions of fair play
- cooperate in solving problems when working with others
- work as a team to outwit opponents
- empathise with others' experiences and feelings
- take the role of coach or official
- start to ask relevant questions in order to improve and make progress

## Questions

- What skills do you need, to be a good attacker/defender?
  - Which skills are you going to practise?
- How did you communicate as an attacker/defender?
  - How did this help your team?
  - How can you improve your communication?
- What is the job of the coach/official?
  - What skills do you need to play these roles?
  - What are you going to do to be more effective in these roles next time?
- How did you ensure fair play/safety?
- How could we change the game to help improve our cricket or tennis skills?
- How did you feel when you thanked the other team for playing?
  - How do you think the other team were feeling?

## Changes to the activity

### Change the:

#### Space

- size and shape of the zones, add more zones, add another ball from end when first ball reaches a certain point/zone

#### Task

- rules for scoring/attacking/defending/changing over teams, e.g. different skills in each zone, same person cannot score twice in a row, etc.

#### Equipment

- use different balls, sticks or bats, goals/targets, etc. For cricket and tennis type activity, hit a soft ball from end line and score more points the further through the zones the ball travels without going out over the side lines, etc.

#### People

- increase/decrease numbers of defenders and attackers in each zone

