

Pursuit Ball Activity Guide



Introduction

This new product is a great, fun way to encourage many skills related to physical education. They include:

- throwing and catching skills
- chasing, fleeing and dodging
- cooperation skills
- team building
- physical activity levels

Product Use

Pursuit Mobile Basketball can be used to increase student's throwing for accuracy abilities, to increase heart rate, to promote cooperative team building skills.

Parts / Assembly

The Pursuit Mobile Basketball stores in a small area. To prepare the target basket for use, simply open the easy toggle buttons and the basket will open with a spring form to provide a target. The shoulder and waist straps are adjustable to fit a wide range of body sizes.

Objectives

- Pursuit Mobile Basketball will provide an active new team game that will promote cooperation to win.
- Used as a standalone target, it will provide a challenging target to promote either underhand or overhand throws.
- This versatile spring formed target can also be laid on its side to provide a target for kicking skills.
- Pursuit Mobile Basketball goal makes a great storage container as well.

Games and Activities

Divide group into two teams

- *NASPE recommends small sided games
- One person on each team wears the Mobile Basketball goal.

Cooperation version

With balls scattered on the playing area within the boundary lines and students staying within the lines also, students try to get the balls into the matching Mobile Basketball goal. The team that gets the most balls into their goal within the time period wins.

Rules:

- It is recommended that this game is played for a one minute time limit. If the players successfully get all the balls in before the time expires the game is over.
- If balls roll out of the boundary area they are out of play and cannot be used in this round of the game.
- Player with the Mobile Basketball goal may move within the boundary area to help teammates get balls into goal.
- If an opposing team's ball gets into the wrong goal it counts towards the total count for the other team.
- To increase the fitness component of this game it is recommended that the balls are scattered into the largest space available.

Competition version

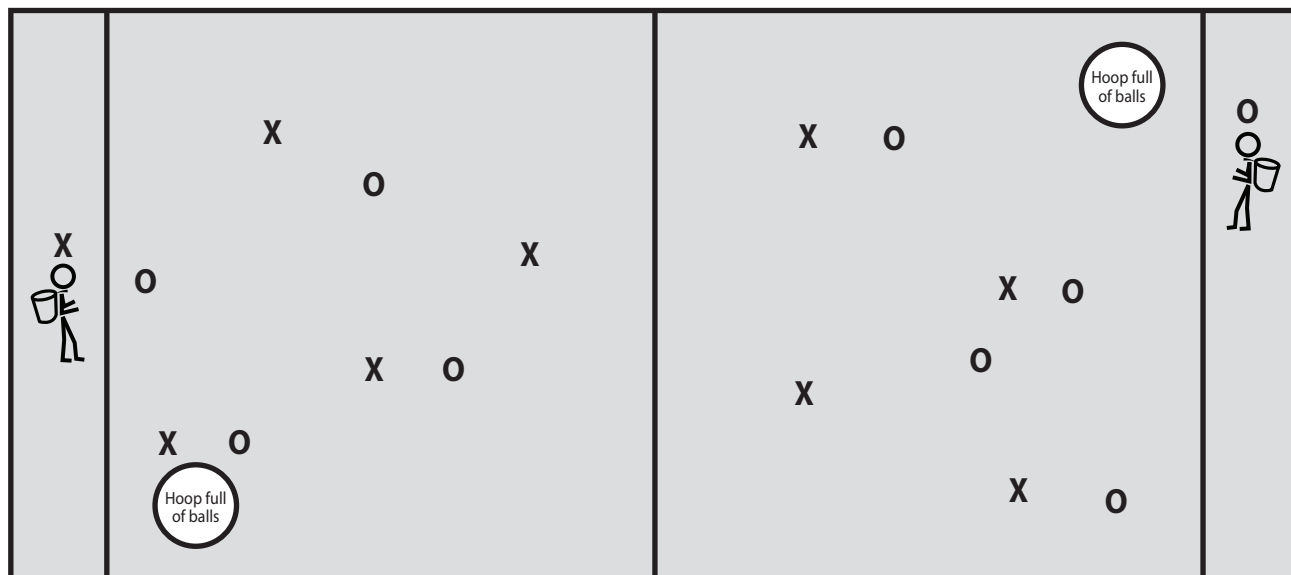
With the balls scattered on the playing area within the boundary lines and students staying within the lines as well, players try to get the balls into the opposing team's Mobile Basketball Goal. The player wearing the Mobile Basketball Goal must attempt to maneuver so that it is difficult for the players from the opposing colored team to get the balls into the goal. The team with the most balls in the opposing colors team within the time period wins.

Rules:

- It is recommended that this game is played for a one minute time limit. If the players successfully get all the balls in the opposing team's goal before the time expires the game is over.
- If balls roll out of the boundary area they are out of play and cannot be used in this round of the game.
- Player with the Mobile Basketball goal may move within the boundary area to avoid the opposing team from getting balls into the goal.
- Should the player wearing the Mobile Basketball maneuver the goal so that the balls fall out of the goal, the team forfeits the game.
- To increase the fitness component of this game it is recommended that the balls are scattered into the largest space available.

Divide group into two teams (six teams for Pursuit Ball – 6 team version)

- *NASPE recommends small sided games
- Students should have experience with offense and defensive play.
- One person on each team wears the Mobile Basketball goal.



The court is set up like the above diagram.

Balls are placed in a hoop or box within the boundary lines. Players must stay within their court area. Players from team X are trying get the balls into the matching Mobile Basketball goal. The team that gets the most balls into their goal within the time period wins.

Rules:

- It is recommended that this game is played for a one-five minute(s) time limit. If the players successfully get all the balls into the goal before the time expires the game is over.
- If balls roll out of the boundary area they are out of play and cannot be used in this round of the game.
- Players with the Mobile Basketball goal may move within their court area to help teammates get balls into their goal.
- Defensive players may not touch the offensive players within any way- just like real basketball rules.
- Offensive players may **not** move their feet if they have the ball. They must pass it to their goal keeper or to another player on their team. Offensive players without a ball may move anywhere in their court to "get open" thus avoiding the defensive players.
- The goal keeper is allowed to catch the ball and put it in the goal.
- If the opposing player intercepts the ball they throw/roll it back to the other side of the court and the team must try again to play that ball.
- More than one ball from either team may be in play at once
- To increase the fitness component of this game it is recommended that the court area be as large as possible.

Pursuit Mobile Basketball used as a standalone target.

- Simply open the basket and stand it up at the desired distance to promote underhand or overhand throws.
- Use the target to “chip” a golf ball into.
- Lay the target on its side and use to kick balls into.



Modifications

- Teachers of large classes will want to use Pursuit Ball 6-team version to allow for maximum participation.

Safety

- With any large group game teacher supervision is essential.
- If the teacher chooses to use balls other than those provided, it is recommended that only balls made of foam be incorporated with this product



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