

React-2-Balls Activity Guide

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Introduction

With 6 rounded sides protruding from each end, Sportime React-2-Balls offer an abnormal bounce that gives children a fun (and unexpected) way to work on handling and catching a ball. Solid rubber ball can bounce in just about any direction, and then completely changes directions on the second bounce!

- Six-sided high-bounce teaching play can be used for entertainment, reaction time, an agility aid or science activity experiments.
- Durable, soft 100 percent rubber ball rebounds off any hard surface such as hardwood, courts, walls and infield dirt
- Irregular shaped ball is fun for practicing baseball, softball and other basic catching and throwing skills
- Playing with learning balls can help improve hand-eye coordination, proper hand and bounce technique and more
- Set of 6 teaching balls is perfect for using individually, volleying in a group game and utilizing for class demonstrations

Activities for Individuals

Three Levels

Three Levels reinforces the movement concepts of low, medium and high. Players are challenged to assume "ready position" with knees bent and feet approximately shoulder width apart. The ball is first dropped from a low level (knee height) and caught with as few bounces as possible. Next drop the ball from a medium level (waist height) and finally from a high level (shoulder height).
Variation: Must use right hand to catch or left hand to catch.

Grounders

Grounders challenges one's agility. Players stand 5 to 6 feet from the wall and roll the ball on the floor so it rebounds off the wall. Much like softball or baseball infielders, players are encouraged to start in ready position with knees bent and hands ready. This is an effective activity to practice fielding ground balls.

Juggling

One player begins with all six colored balls. The player tosses one ball up in the air and catches it before it stops bouncing. If they are successful they continue by tossing up two balls and then try to retrieve both balls before they stop bouncing. Continue adding a ball with each toss. If the player is not able to retrieve all of the balls before they stop bouncing, they must repeat that level. (If 3 balls are tossed and only two are caught the player tosses 3 balls again.)

Variation: May be played with two or more per group.

Bounce and Spell

Bounce and Spell combines visual tracking and spelling. Each player uses one colored ball. The object is for the player to bounce and spell the color of the ball being used. When the ball is bounced and caught after one bounce a letter is awarded. (R if the ball is red.) Continue catching after one bounce and add a letter after each catch.

Activities for Two Players

Quick Draw

Quick Draw is an agility activity. Players stand facing each other 4 to 6 feet apart. One player drops the ball between himself and the other player. Both players try to catch the ball. The player who catches the ball receives 1 point or the letter H. (Points may be used or words may be spelled such as HORSE.) The player who catches the ball is the one who drops the ball for the next round. Play continues until one player earns 5 points or spells HORSE.

Wall Ball

Wall Ball involves two players and a wall at least four feet high. The service line should be marked, using chalk or tape, approximately 20 feet from the wall. Both players must stand behind the service line prior to the serve. A serve must bounce between the service line and the wall, rebound off the wall and touch the floor again between the wall and the service line. All serves that touch the floor behind the service line award the ball to the other player. After a good serve, the receiver must catch the ball, otherwise the server is awarded a point. Players alternate serving after every two serves. Play continues until a player misses their catch.

Spelling Ladder

Spelling Ladder combines visual tracking, spelling and math skills. The colored balls are used in this order due to the number of letters in each word: red, blue, green, yellow, orange and purple. The partners or small groups bounce the ball and must catch the ball after the ball bounces the number of letters in the color of ball. For instance, if using a red ball, the ball must be caught after three bounces. If successful, the blue ball is tossed for four bounces. Continue until the group spells and catches all six colored balls.

Evens and Odds

Evens and Odds reinforces the use of math skills. One player yells out either "even" or "odd" and then underhand tosses the ball in the air. The other players must catch the ball after it bounces an "even" or "odd" number of times, whichever term is called.

Variation: The player calls out "even" but the catcher must catch after an "odd" number of bounces.

Activities for Groups

21 (Three or More Players)

21 utilizes one dealer and at least two retrievers. The dealer begins play by underhand tossing the ball toward the retrievers. Each time the ball bounces a point is added. The retriever who catches the ball earns the number of points the ball bounced. (If the ball bounced 4 times and is then caught, 4 points are awarded.) If a retriever attempts a catch, touches the ball but drops it, they must subtract the number of bounces before the touch. Players take turns being the dealer by rotating after two deals. First player to earn 21 points wins.

Time Bomb (Groups of 3 or more)

Time Bomb is a race between groups. Each group has one ball and stands in a circle formation. Object is to see how many catches the group can make in one minute. Ball is bounced inside the circle and then caught. Repeat bounce and catch counting the catches made in one minute. Variations: Group members must use only their right hand or only their left hand.

Rainbow Race (Six Groups of 3 or more per group)

Rainbow Race is a contest to see which group can be the first to reach five catches. Each group of 3 or more players makes a single file line behind the service line which is 10-15 feet from a wall. Each group has a different colored ball. The first player in line bounces the ball on the floor and then causes it to rebound off the wall. In order to gain the group a point, the second person in line must catch the ball before it touches the ground after it rebounds off the wall. The second person then bounces the ball for the third player to catch. Each time the ball is caught a point is rewarded. If the ball is not caught, the ball is served for the next person and play continues. The first team to 5 catches wins. Variation: Team must complete 5 consecutive catches.

Color-Chaos (6 or more players)

Color Chaos uses all six colored balls. The teacher tosses all six balls high into a circle of children. Each child tries to catch one ball in three or fewer bounces. Repeat, but children must catch a different color ball on round two. Repeat until one or more children have caught all six colors.

Sky Ball (6 players)

Each player has a different colored ball. Group stands in a circle formation. All players count out loud "1, 2, 3" then toss the ball.

Players try to catch a different colored ball after one bounce. Repeat until all in the group successfully catch the ball after one bounce. Continue round two, all catching the balls after 2 bounces, 3 bounces, etc.



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