

As they apply their skills

# Pebble Plop

Activity Card



## Let's play

- Hit object into or at a series of targets
- Make up own rules for game, but score points based on skill not luck
- Individual, pair or group score



sportswales  
chwaraeoncymsu



LOTTERY FUNDED  
ARIENNIR GAN Y LOTERI

# Pebble Plop



## Key words

Hit, serve, bowl, under arm throw, overarm throw, two-handed throw, kick, chip, putt, push

Aim, accuracy, judgement, touch, feel

Target, goal, wickets, hole, box, etc.

## Resources

Throw-down markers, chalk, skipping ropes, cones, hoops, etc.

Variety of different objects including balls, shuttle-cocks, fit-balls, bats, rackets, clubs, tipping targets etc.

## Safety & Organisation

### Ensure:

- surface is safe and free from obstructions
- the children stay within their 'garden'
- large run off areas in between 'gardens'
- children aim out away from other 'gardens' (North, South, East, West, etc.)
- zones for less ambulant or wheelchair users as appropriate

### Opportunities to:

- work responsibly with a range of equipment
- show greater accuracy
- communicate their ideas clearly when contributing to rule making
- identify what makes a skill, idea or action successful and make simple judgements about their own and others' performance, use this information to plan how to improve

## Questions

- How did you make sure you and the rest of the children in your garden stayed safe during this activity?
  - How could you make it safer yet remain fun to play?
- What rules did you help with?
- Which rules did you think worked well?
- Did you play fairly?
- How could you make sure everyone played by the rules?
- How did you make sure you kept the score accurately?
- Which action/equipment were you most/least successful with and why?
- How did you improve your own or someone else's performance?
  - What else could you do to improve your own or someone else's performance?
- How could a video camera help you?

## Changes to the activity

### Change the:

#### Space

- play in a larger/smaller space
- layout e.g. noughts and crosses competition

#### Task

- hand used to throw
- way the object gets to the target/goal, e.g. kick, throw, chip, serve, bowl, etc.
- rules e.g. add in a slalom route before you can aim, change the number of goes you have, the point system, etc.

#### Equipment

- target make it bigger, smaller, move it closer, further away, put up high or down low, put an object in front of it, etc.
- target to a tipping target
- throw, for example from a wobble spot

#### People

- number of people in each team
- leader
- verbal cues for visually impaired

