

**Tchoukball – Session 5.** Game Play - Switching the play

**Age:** Year 4/5/6

**Learning Objective / Skill:** I understand what is meant by ‘Switching the Play’ in Tchoukball

All: I can work in a team to play a modified game

Most: I can use ‘switching’ in a game

Some: I can switch effectively in a game

**Equipment**

- 4 x Tchoukball nets
- Balls
- Cones
- Bibs

**Time:** 50 minutes

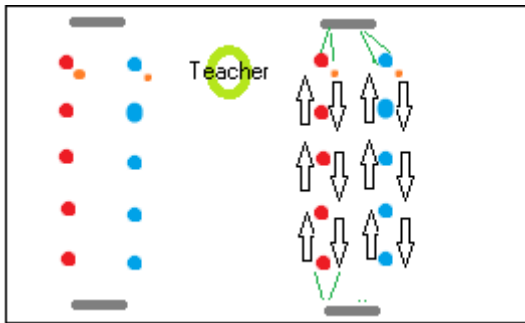
**Space:** School Hall/Playground

**Warm Up Activity:** Dishes and Domes

**Aim of Activity:** To increase heart rate

**Organisation**

Time: 10 minutes



- The teacher gives the pupil at the end of each line a softball.
- On GO! they must pass the ball down the line to the end person, who shoots and catches the rebound
- They then pass back down the line to the other end person who shoots at the net and catches the rebound
- The winner is the first team to be sat down in their line.
- Rotate the end pupils and repeat the races.
- Note: the end people can move into a position where they can throw and catch against the net.

**Main Session:** Tchoukball Game

**Aim of Activity:** To know the right time to pass the ball

35 minutes:

**Game Focus: Switching the play**

Split into 4/6 teams (if numbers allow) and divide the space into 2 pitches with 2 nets either end, with a 5 yard semi-circle zone in front of the net.

**Game rules (RECAP FROM LAST WEEK):** ask pupils what rules they remember from last week

**Stress to pupils it may take them a bit of time to understand the rules fully!**

**Recap these rules:**

1. If you drop the ball, the other team gets it.
2. **There is NO tackling, obstructing or intercepting**
3. You score by shooting at the net and the ball touching the floor outside of the semi-circle (**the other team needs to catch it before it hits the floor to stop the goal**) **Recap: where to stand to catch a rebound**
4. You have 5 seconds to pass the ball to someone
5. You can shoot at either net.

**Simplification:**

Have an example game first where most of the class watch

Allow 3 drops per team before switch over

Move nets closer together so pupils can ‘Switch the play’ easier

**Progression:**

Ask some pupils to referee (if numbers allow)

Double points for a switch

Teacher to do some in game demonstrations of above rules.

Pupils play 5 minute games and rotate as appropriate

Really stress that if your team shoot, **DO NOT** catch the rebound – it's the other team that need to stop it touching the floor!!

Pupils keep track of the score.

**Teacher Demo – Switching the play:**

- If it is crowded around one of the nets, get someone to run to the other net and perform **a long pass** over to the less crowded net – this is called a Switch and you have more chance of scoring

Pupils play 5 minute games and rotate as appropriate

Remind pupils that if your team shoot, DO NOT catch the rebound – it's the other team that need to stop it touching the floor!!

Pupils keep track of the score.

If pupils are struggling with rules, stop and explain again

Encourage them to **SWITCH** the play.

**Evaluation/Cool Down**

**Aim of Activity:** To evaluate the skills learnt in the session

**Organisation**

Time: 5 minutes

- Ask a pupil to demonstrate a Switch
- Ask others for 2 stars and a wish regarding their switch.
- Ask someone to explain a rule in Tchouckball. Ask another
- Ask pupils for examples of when their team worked well.