

TEAM TARGETS

This game does not use the flashcards, although they could be used to help with a discussion after the game.

The purpose of this game is to get players to think about why it is important to prevent the spread of COVID-19, and how everyone has a role to play in achieving this.

Team Target Rules

Divide the group into two teams.

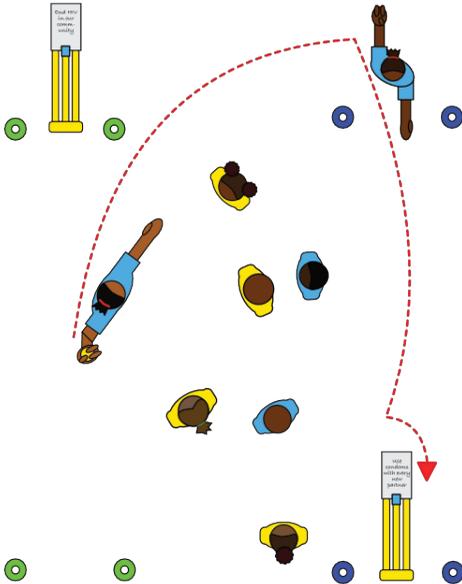
Assign each team a target. Teams must complete a task before an attempt on goal, e.g. pass the ball to every team member, complete 5 passes, catch 1-handed.

The coach should be creative and change this task frequently to keep the game interesting.

The defending team tries to intercept the ball, but cannot touch the members of the other team. If the ball is dropped it passes to the other team.

Teams score a goal by empowering a teammate with the ball at the bowling line, who then bowls at the target.

The other team cannot intercept the attempt on goal.



Team Targets: Setting Targets

Once players understand the game, between rounds you can ask players to discuss the following questions:

1. How does COVID-19 affect different people in our community?
2. How can we (as youth) help to prevent the spread of COVID-19?
3. Why should we (as youth) help to prevent the spread of COVID-19?

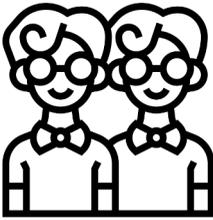
KNOWLEDGE IS POWER!

Use questions as “power-ups” in a game or practice.

At random points, or at regular intervals (for example, every minute), ask one player a question.

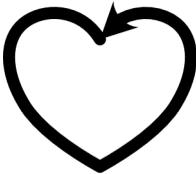
If they get it right, they can gain a “superpower”.

Here are some examples but be creative with your own or ask players to invent their superpower!



“Double trouble”

They score double/extra points: in a game (e.g., a batter’s runs doubled) or in a practice (e.g., they score double points for hitting a target).



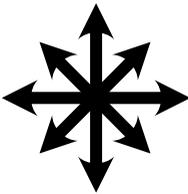
“Magic life”

They gain an extra life: if a batter is out, they can continue playing/ don’t lose runs for their teams



“Golden arm”

A bowler who takes a wicket with the golden arm gets the whole team out, or their wicket is worth double



“Bigger is better”

They can change their target: bowling at two sets of stumps instead of one, or cones further apart for a batting target

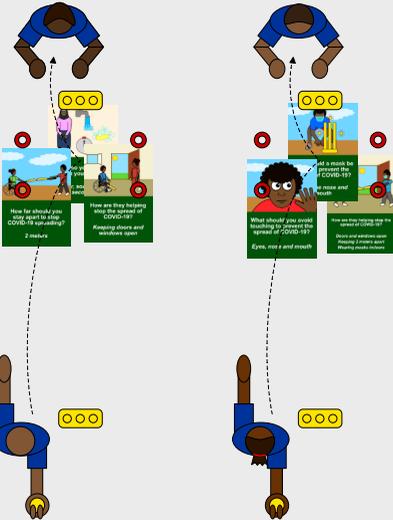
COLLECT THE FACTS

Place cards as targets for bowling/batting/throwing practice.

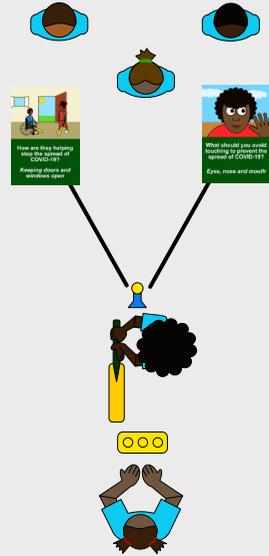
When a player hits the card, the coach can read them the question. If they get the answer correct, they can collect it for their team. The team who collects the most cards wins.

Examples of how this could be organised:

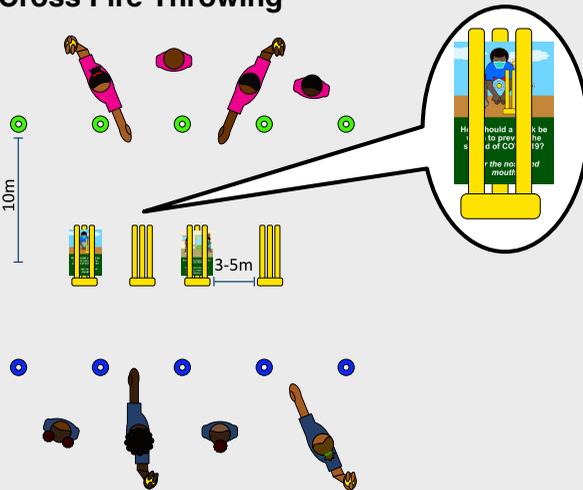
Target Bowling



Target Batting



Cross Fire Throwing



Cards can be collected if they're hit, or only if they get knocked over (for example when threaded through a set of stumps, see bubble, right).

Illustrations here are simply examples. Be creative with adding these to targets! For example:

Put into a bucket and make the bucket a target for throwing/bowling

Use cards as markers for running races

POINTS BONUS

In any game where teams score runs or points, give teams the chance to score extra runs or points by answering question on flashcards.

Notice that some flashcards have three parts to the answer, while some only have one part. You could award more points for the flashcards with three parts.

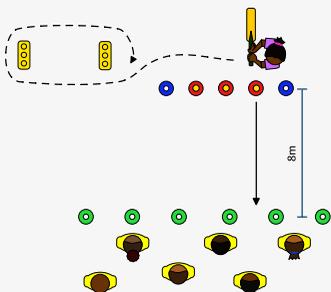
Examples of games this would work well with:

Pair's cricket / "mini" cricket

Each pair has to answer a question at the end of their go to score bonus runs

Rapid Fire, Diamond Cricket, the Lords Game (see below)

The whole team can answer all the questions at the end of their go to score bonus runs



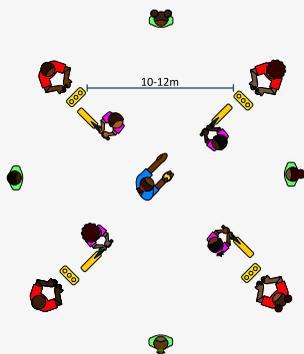
Rapid Fire

Players in batting team take turns to hit 3 balls off 3 cones

Fielders start behind line of cones.

Fielders must return balls and cones to original spot while batter runs around the stumps.

Batter stops running when balls are in original spot. Runs completed added to team total.



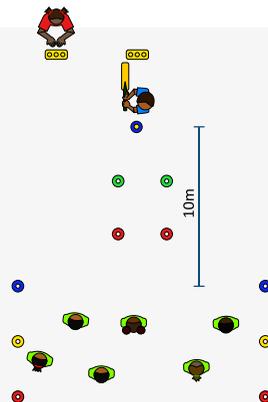
Diamond Cricket

Stumps organised in a diamond, a player from the batting team at each set of stumps

The coach feeds the ball to batsmen from the middle of the diamond

Score runs by running as a team to the next point of the diamond

Out: bowled, caught, run out



Lord's Game

Batting team take turns to hit ball off a cone

Score runs for hitting past the fielders (4 runs for getting past the cones at the back, fewer for getting past the closer cones)

Can score extra runs by running to the pairs of cones in front of them

Out: caught, run out