## Session Two Years 1 and 2

## **Session Aims:**

- Reminder of principles of throwing and catching
- Introduce footwork (pivoting)

## 3 key messages to take home

1. Pivoting is like 'squash the spider'

Aim	Content	Comments for you, as coach to give
	tween 2 at end of the court, cones and bands nearby. You will need hoops for this session, or you caturn up – don't make them wait for everyone	an use coloured chalk
1. To run around, dynamically and with low intensity; to think about balance.	<ol> <li>Players to run on the lines of the court anywhere. On whistle, stop, making sure they are balanced. You can then ask them to hop, skip, jump around (whatever comes to your mind!)</li> <li>Knee tag         <ul> <li>In pairs, facing each other. On 'go', try and tag each others knees.</li> </ul> </li> <li>Jump up and Tap         <ul> <li>Facing each other, both partners jump up at the same time and double tap the hands of their partner. Repeat using one hand, then the other etc.</li> </ul> </li> </ol>	Make sure you count them all first and if unever numbers, don't let someone walk around aimlessly looking for a partner, get a pair ready for a group of 3.
Next		
Revise throwing and catching	In same pairs, one person runs and gets a ball and runs back.  Practice their throwing and catching. Start close together, then slowly get them to take a step back, then another etc X15. Once completed, bring ball back.	Ask if they practised at home etc  At the end of the activity, ask them to bring thei balls back to you.
Activity – using bean bags	Relays. In teams of 4, one player stands out front at a cone and 'on go' throws a bean bag to the next player, who then throws it back and bobs down. The thrower then throws it to the next player, who throws it back and bobs down etc When all bobbed down, thrower runs to end of line, everyone stands up and the front person moves forward to cone and becomes the thrower	

PIVOTING	Talk to them about stepping rule (and demonstrate). Keep it VERY simple, just can't run when they have the ball in their hands.	Check for their understanding – ask them what the stepping rule is
	Talk about pivoting – why need to do it (as you can't run with the ball, so how can you get ball down the end?). Tell them that pivoting is like 'squashing a spider'.	Relate this to the rules of stepping.
	In groups of 4 (pair the pairs up) Place hoops in a line on ground, the length of 1/2 of the court. Players to run up to hoop, land and pivot on 1 foot around hoop, then run to the next hoop and do the same. Pretend they are squashing the spider!	
	Introduce the ball. One person to run and catch the ball in the hoop, pivot and throw back, then run to next hoop and repeat.	Careful that they watch where the hoop is - don't want a sprained ankle if they land on it
	In groups of 4, with 1 thrower, the rest are 'players' Set hoops out on ½ court, enough for one each + one spare. Each player stands in a hoop. On go, 1 player runs to the empty hoop and catches the ball from the thrower, pivots then passes back. Next player runs to the empty hoop and catches ball from thrower etc	Remember to swap thrower around
MINOR GAME NETBALL TAG	Use ½ court per group. I pair has a bib on. They have the ball and pass it between themselves, not stepping (using their pivoting skills) trying to 'tag' (NOT THROW AT) any other players. The rest of the players run around trying not to get tagged. If they are tagged by the ball, they put a bib on and become a tagger.	
	hat about 2 key naints to remember about niveting and bout hey can practice at home	

Revision: Bring in and have a brief chat about 3 key points to remember about pivoting and how they can practise at home.

- 1. Pivoting is like 'squash the spider'
- 2. Cannot step when holding the ball, so pivot
- 3. Keep eyes up so can see where you are throwing to

## Homework for players

• To throw and catch any type of ball either to a friend, parent or brother/sister or a wall as often as you can, including a pivot