

SPOT, BUCKET, HOOP

Achieve the challenge

The aim of the game is to score as many points as possible with six strikes.



Play the video

Scan this QR code on your mobile device to watch how the game is played.

Safety

- Ensure the size of the area is enough for the number of players.
- Mark out each area with cones.
- The striker must wait until the fielder has returned the ball before taking their next shot.

Link it up

- This game helps you aim accurately and field which is useful in activities such as cricket, rounders and softball.

How to play

1. Get into groups of three; assign a feeder, a striker and a fielder.
2. From a drop shot, the striker hits the ball towards different targets.
3. The striker gets points for hitting different targets, e.g. spot 10 points, bucket 5 points, hoop 1 point.
4. The fielder retrieves the ball and rolls it back down the side to the feeder.
5. Each player has six strikes, before adding up their score and rotating roles.

Equipment

Essential

- Targets e.g. spots, hoops, buckets.
- Balls, varying type, size and weight.

Optional

- Variety of bats.

Spirit of The Games



Self-Belief:

Do you think practising will improve your performance?



Honesty:

Do you keep score accurately?



Passion:

Do you play this game a lot because you really enjoy it?

Think tactics

- Is it better to go for the easier targets and score fewer points, or take a risk and go for the higher scoring ones?

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Roles for leaders and officials

- Mark out areas, making sure there is enough space between them if using more than one.
- Check out there is a range of equipment, so players can choose.
- If anyone looks unhappy, find out how you can make it better.
- Discuss with the teams if there are any disputes about hitting a target. Remind them of our honesty value.
- Keep a record of the scores.

Including Everyone

- If someone cannot see very well, give them a guide who will stand near the target and clap their hands. Look at the Paralympics and see how guides can support athletes.

STEP in. Including all young people by changing the Space, Task, Equipment or People (STEP)

EASIER

- S** Move the targets closer.
- T** Strike the ball from a stationary position.
- E** Use a bigger ball or a bigger bat.
- P** Make it a team challenge.

HARDER

- S** Move the targets further away.
- T** Use a bowler or make the striker complete a task between shots.
- E** Change the type of bat e.g. tennis racket, rounders bat, golf club.
- P** Introduce a defender.

Change it up

- Add another row of targets further away, with a different scoring system.
- Add in targets which take away points if hit.
- Instead of six strikes, see how many points you can score in two minutes.
- There are lots of ways that this game could be played. Be creative and come up with your own versions!

SMILES DETECTIVE

It's important to make sure you can answer **YES** to the following questions.



SMILES checklist:

- Is the activity safe?
- Is everyone joining in?
- Can you change anything if they aren't?
- Is everyone learning new things?
- Is everyone smiling and enjoying the game?

If you can't answer **YES** to these questions, make sure you **STEP in.**