VOLLEYBALL - KEEPIE UPPIE

SCHOOL GAMES

Quick introduction

- Count how many passes you can make before the ball lands on the floor.
- If you don't have a net, the ball must travel above headheight to count.

Different challenges:

- Between each pass you can clap your hands, touch the floor, sit down and stand up, turn around. Get the players to invent ideas.
- Count how many passes you can make in a 30 seconds, 60 seconds.
- Increase / decrease the distance between the player to make it harder or easier.

Quick rules

- Play 1 with 1.
- The aim is to keep the ball passing back and forwards.
- A net can, but doesn't have to be used.
- The game can be played standing up (volleyball) or sitting down (sitting volleyball).

Hints and tips

- If a net is being used split players equally either side.
- If you have a large group, work in fours; two pairs.
 Pair 1 completes the challenge. In Pair 2 one counts, one coaches. Swap over after a set time or number of attempts.

Equipment

- A volleyball net (MultiSports Base recommended)
- The game can be adapted using different balls based on competency from balloon, to beach ball to 160g volleyball.



VOLLEYBALL - 2 BALLS

SCHOOL GAMES

Essential skill being developed

· Volley with good trajectory "play along the rainbow".

Teaching points

- Send the ball high to your partner- "along the rainbow".
- Make your hands into the shape of a ball.
- Play the ball above and in front of your forehead.
- Bend your knees and push up and through the ball as you play the volley.

Thinking ME: Leading and volunteering

- Predict how should you stand to be ready to move to play the ball?
 How do you know where the ball is going? What clues should you look for?
- Make reasoned decisions How can you judge when is the best time to arrive ready play the ball?

Officiating

- Young leaders course available from Volleyball England.
- Young leaders can be officials.
- · Young leaders can score.
- Young leaders can support teachers/ coaches with the running of sessions/ tournaments.

Health and safety

Ensure groups are adequately spaced to prevent collisions.

Three statements of competence for a young person

- Contact point in-front of the forehead.
- Play up and through the ball.
- The ball peaks midway between you and your partner.

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Excellence through competition

Self-belief: I think about playing the ball along the rainbow to send the ball to my partner.

VOLLEYBALL - CAN YOU DIG IT?

SCHOOL GAMES

Quick rules

- Both feet must be on the floor for the score to count.
- 1 point every time the ball goes through the players legs.
- The players get five attempts each. Try to reach 10 points.

Quick introduction

- Two players stand facing each other on opposite sides of the net.
- Player 1 feeds the ball underarm over the net to player 2.
- Player 2 lets the ball bounce through their legs.

Hints and tips

- Set up more than one challenge with or without volleyball net.
- If you have a large group, work in fours; two pairs.
 Pair 1 completes the challenge. In Pair 2 one counts, one coaches.

Essential skill being developed

Dig pass.



Equipment

 The game can be adapted using different balls based on competency from balloon, to beach ball to 160g volleyball

VOLLEYBALL - CAN YOU DIG IT?



Teaching points

- Focus on judging the ball flight watch where it peaks.
- Place feet either side of the ball, with body weight going forwards.
- The feed needs to be a two-handed underarm throw with a loopy trajectory on the ball – "along the rainbow".

Physical ME: Leading and volunteering

- One player in each group is encouraged to question the group with Physical ME values, questions during the game to include:
- Move with agility How did you move to play the ball?
- **Maintain balance** Why would you want to be in a ready position?
- Improve control/consistency What will help you judge where the ball goes?

Health and safety

- Ensure players are well spaced along the net.
- · All feeders on the same side.

Three statements of competence for a young person

- Start ready like a goalie ready for a penalty.
- Be still as the ball bounces between your feet.
- Feed to make the ball get to the highest point above the net.

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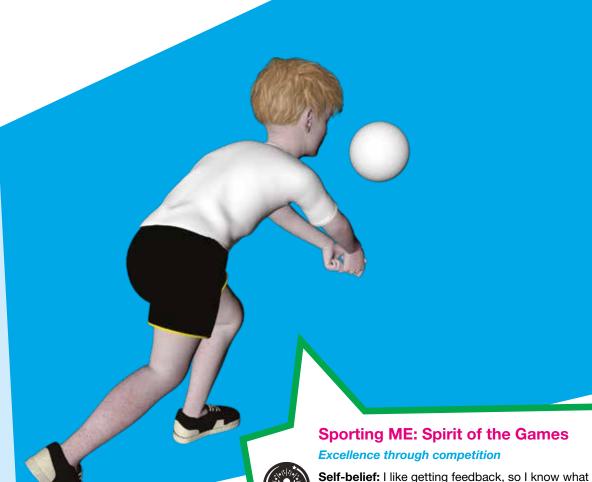






to practice to help me improve.





Primary intra-school/Level 1 resource: PRIMARY CHALLENGE CARD 3

VOLLEYBALL - TO ME, TO YOU, TO ME

SCHAAL GAMES

Quick introduction

Each team has 3 attempts to score as many points as possible by playing three touches to get the ball back over the net.

- 1 point for each successful pass within the team.
- 2 bonus points for successfully returning the ball over the net.

Quick rules

- Groups of 4: two teams of two players. Team 1 feeds and collects. Team 2 takes part in the challenge.
- Team 1 feeds the ball underarm to Team 2 who aim to return the ball having made 3 contacts. The contacts can be progressed as follows:
 - A catch and underarm feed will be allowed on first contact.
 - > A catch and self-feed volley on the second contact.
 - > Play the ball over on third contact using a volley or spike.

Hints and tips

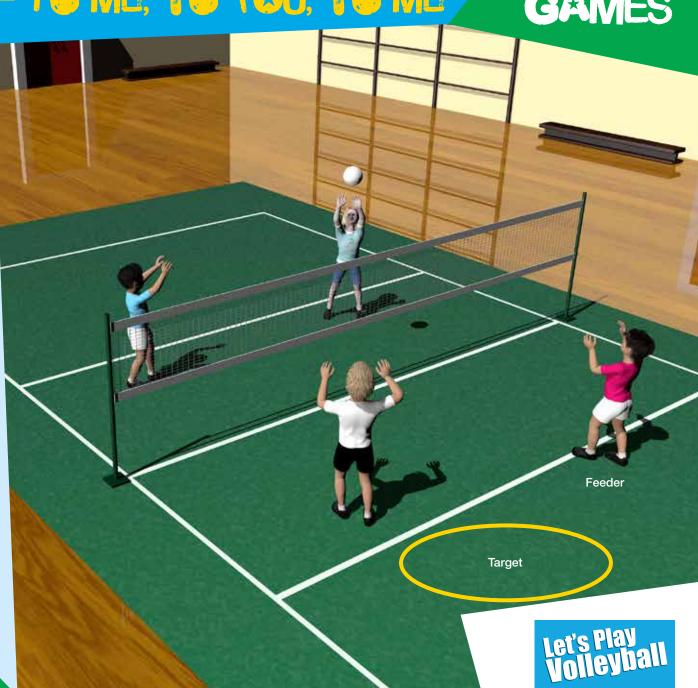
- Team 1 feed first. One player feeds and keeps the score, the second player collects the ball.
- Change after three attempts so Team 2 feed.
- Mark out an area of court of on the feeder's side to use as a target, the bigger the area the easier to score. Award extra points if the ball lands in the target.

Essential skill being developed

Movement in game.

Equipment

 The game can be adapted using different balls based on competency from balloon, to beach ball to 160g volleyball



VOLLEYBALL - TO ME, TO YOU, TO ME



Teaching points

- Pass the ball high for your partner to give them time to move for the ball –
 "play along the rainbow".
- As soon as you know your partner will play the first contact move quickly to the net.
- Turn to face the direction you want to play the ball.

Social ME: Leading and volunteering

- One player in each group is encouraged to question the group with Social ME values, questions during the game to include:
- Play fairly Why would you want to make the game fair?
- Empathise Why is it important to congratulate each other?
- Support How can you help each other improve and why?

Health and safety

- If the balls goes onto another groups area, warn the players by calling out to them.
- Do not run into other groups areas to get the ball until the players have stopped playing.

Three statements of competence for a young person

- Ball played high with loopy trajectory to your partner.
- Player making 2nd contact moves to the net.
- Call "mine" for the ball to take responsibility.





Excellence through competition

Self-belief: I give my partner lots of positive encouragement and top tips to help them do well.

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