

# Rally Point Net & Wall Games

**Equipment**

-  **Ball**
-  **Net**
-  **Playing Area**



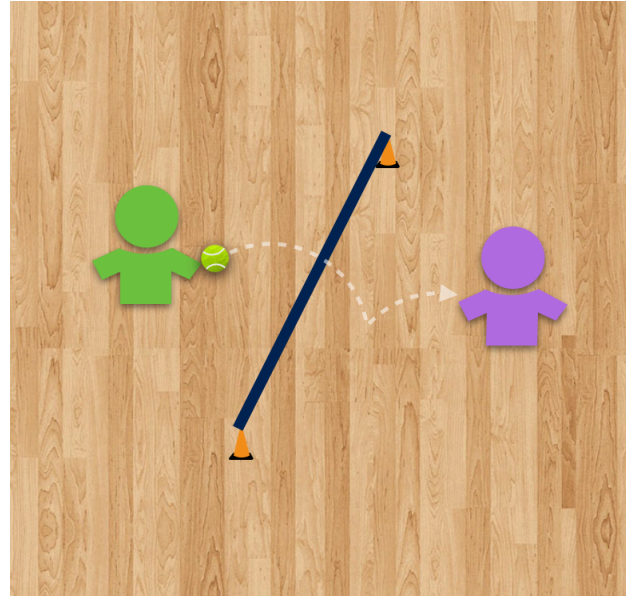
## Tactical Focus

- Maintaining a Rally
- Winning a Point
- Setting Up for Attack
- Defend Space
- Defending Against Attack
- Restarting Play



## Description

- Create a playing space with a “net” to separate the players.
- Players aim to send the ball back and forward over the net.
- Ball must bounce on opponents side before they can catch it.
- Each successful catch is worth 1 point.
- Aim of the game is for partners to collaboratively score a set number of points.



## Modifications (Change It!)



### Change it Up

Create boundaries which the ball must bounce within.  
Decrease the size of the object/ball.  
Make the game competitive rather than cooperative.



### Change It!

Change the skill from throwing to hitting.  
Use a different type of ball/object.



### Change it Down

Increase the size of the object/ball  
Decrease the height of the “net”



## Assessment



### Emerging

Players have difficulty sending ball over the net, or catching it on the bounce.



### Developing

Players can send object over the net but have difficulty returning it.



### Competent

Players can send object over the net and return it successfully most of the time.



### Proficient

Players can consistently send object over the net and return it successfully.



## Questions

- What was the easiest way for you to successfully send the object over the net?
- What made it easier for you to receive the object?
- How did the game change when boundaries were added?
- How did you and your partner work together to be successful?