

Invasion games - guard the pin

The concept of invasion games is to move from the defending end to the attacking end to score through a basket, over a line, through a goal.

Teams score when they move an implement into the opposing team's zone and successfully attack that team's goal or target area. Tactical problems related to invasion games include maintaining possession, attacking and/or defending a goal, winning the ball, etc. Examples of invasion games include soccer, basketball, football, rugby and hockey.

Guard the Pin

Level: Year 2 and above

Equipment: Per team: 1 hoop, 1 pin or large cone, 1 foam ball (or soft ball)

Purpose: Guard the Pin is a simple invasion game that is perfect for introducing the concepts of deceiving an opponent, attacking a goal and defending a goal.

Formation: Divide the class into teams of five or six students.

Directions to play the game:

1. Players stand in a circle formation.
2. A pin is placed in the middle of the circle and one player is selected to guard the pin.
3. The teacher gives a foam ball to the players in the circle.
4. Players may pass the ball to each other until they have an open shot to knock the pin down.
5. Once the pin is knocked down, the guard may return to the circle and a new guard is selected.

Variations:

Build One: Passing Pattern

All players stand in a circle formation. They are given a ball which they must pass around to each other. Players may not pass the ball to the players to their immediate left or right. The group must find a passing pattern that allows all players to touch the ball without breaking the "no passing to your neighbours" rule.

Build Two: Group Juggling

The players continue to pass the ball in the pattern they have developed in build one. The teacher adds additional balls to the game. The group's challenge is to see how many balls they can keep passing without dropping any of the balls and without any player ever having more than one ball in hand.

Build Three: Guarding a Player

The teacher now places a hoop in the middle of the circle. One player is selected to be the target and another player is selected to be the guard. The target player must stand with both feet in the hoop. The group's challenge is to complete a pass to the target player without the guard intercepting the ball. If a pass is complete, the target player returns to the circle and the guard becomes the target player.

Build Four: Guarding a Pin

Same rules as the previous build, however the target player is replaced by a pin which the guard must defend.

Using different equipment:

This game could easily be played with different equipment such as different balls (tennis balls, rugby balls, footballs - where they have to kick the ball), hockey stick and ball -where they have to pass and trap ball).

Modifications to be able to use game with younger students:

- Stick with just the lower builds of the passing pattern and potentially the group juggling activity.
- Have smaller groups and give every student a ball (large or small) with which they attempt to throw or roll the ball to knock over the cone. You could have multiple cones to knock over.
- Give each student a ball, bar one who is to guard the pin (or pins). Guard has to move around trying to stop the students from knocking over the pin (roll or throw).
- Change the game from being in a circle to being in two lines either side of a specified area and having to knock pins down that are in the middle of the area. Could add two guards that move around in the area.

Links to fundamental movement skills:

Manipulation skills

Throwing
Catching

Locomotor skills

Sidestepping

Stability Skills

Turning and pivoting
Twist

<https://thephysicaleducator.com/game/guard-the-pin/>

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