

# DERBYSHIRE SCHOOL & GAMES

#stayinworkout

#stayhomestayactive

RESOURCE PRODUCED  
IN PARTNERSHIP BETWEEN



The School Games Organiser network and Active Derbyshire are working together to create and publish a weekly programme of activities to help support schools to assist parents and carers to maintain an active routine for children and young people whilst at home or when socially distancing in essential care.

The weekly activities will be sport themed and include golf, football, orienteering, athletics, cricket, gymnastics, boccia, netball and racquet sports. All activities have been developed so everyone can have a go using equipment found in the home and in whatever space you have available.

Children and young people should engage in moderate-to-vigorous intensity physical activity for an average of at least 60 minutes per day across the week. This weekly resource will give simple ideas on how to be physically active with a different sport theme for 30 minutes each day. For ideas on how to achieve the remaining 30 minutes please visit the Active Derbyshire [website](#), or contact your local School Games Organiser by clicking on their logo within this resource.

This pack contains a schedule of suggested activity challenges for the week and daily activity cards. You do not have to do them in the suggested order or in fact do them all, if you really enjoy one day there is nothing stopping you doing that activity every day! However, if you do the personal challenge, we would encourage you to have a go at it each day and aim for improvement.

There will be a virtual competition each Friday, details of how to enter are shown on the schedule page and on the Friday activity card. The competition will be run at district and county level. There will be prizes for schools with the highest percentage of entries based on pupils on roll, certificates for all entrants and a prize draw after the last week for those who have entered 100% of the virtual competitions. Where permission has been granted, we may showcase entries, on the Active Derbyshire website, in our newsletter, on the Active Derbyshire Facebook, @Active Derbys Twitter account and with local media outlets. Please make sure that all activities are carried out in a safe manner.

We are very interested to receive your feedback so we can continue to do what works well but also make amendments to future weeks to ensure the resource is relevant and useful. Please send any feedback to [derbyshireschoolgames@activederbyshire.org.uk](mailto:derbyshireschoolgames@activederbyshire.org.uk)

For additional challenges and ideas on how to keep physically active visit the Active Derbyshire [website](#) or your School Games Organiser page.

Active Derbyshire and the SGOs cannot be responsible for any risk associated with activities suggested. Please click [here](#) for more details.

# INTRODUCTION TO

# BOCCIA

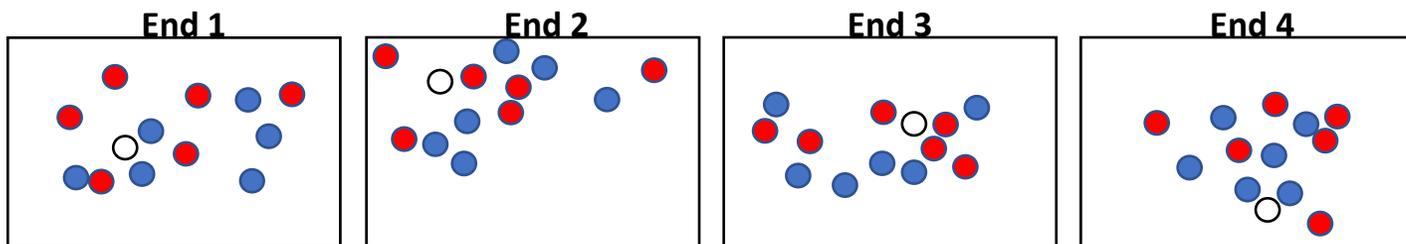


30mins

Boccia pronounced 'Bot-cha' is a game of attack and defence, with a red 'team' and a blue 'team'. The game is similar to that of bowls –the aim is to get as many of your coloured balls closest to the white ball (known as the jack). For more information and to help you fill in the gaps – check out <https://www.bocciaengland.org.uk/introduction-to-boccia>.

**HOW TO SCORE...** The team with the ball closest to the jack receives one point plus an additional point for each ball closer to the jack than their opponent's.

Can you write down the scores for the game below? Which team won, the blues or reds?



Blue score \_\_\_\_\_

Blue score \_\_\_\_\_

Blue score \_\_\_\_\_

Blue score \_\_\_\_\_

Red Score \_\_\_\_\_

Red Score \_\_\_\_\_

Red Score \_\_\_\_\_

Red Score \_\_\_\_\_

Overall score \_\_\_\_\_

## FILL IN THE GAPS USING NUMBERS

- There are \_\_\_\_\_ balls in a boccia set. \_\_\_\_\_ white ball and \_\_\_\_\_ red and blue balls.
- Each side can have \_\_\_\_\_, \_\_\_\_\_ or \_\_\_\_\_ players, depending on if it's a singles, pairs or team match.
- In a game, both sides compete against each other over a number of ends - \_\_\_\_\_ ends for singles and pairs, or \_\_\_\_\_ ends for a team game.
- In each end, all \_\_\_\_\_ balls are propelled onto the court.
- The end is scored by awarding \_\_\_\_\_ point for every ball of the same colour which is closer to the jack than the first opposing coloured ball.

The game is won by the side who has the highest score after all the ends have been played.

# INTRODUCTION TO

# BOCCIA



30mins

HAVE A THINK WHAT YOU COULD USE FOR YOUR EQUIPMENT

## THE HISTORY OF THE GAME

The term bocchia derives from the Italian word meaning "bowl" and on the continent bowls is often referred to as Bocce.

Bocchia has roots in Ancient Greece and Egypt and is thought to be one of the first games played by mankind. It is thought that during these times, large stones would have been thrown.

Bocchia was originally designed for people with Cerebral Palsy but is now played by people with a wide range of disabilities.

In 1984 bocchia was introduced into the Paralympics. Nowadays over 50 countries play bocchia, making it the fastest growing disability sport in the world.

## SOME KEY TERMS and EQUIPMENT



- **Jack** – This is the white ball that is rolled first
- **Ramp** – Some players use a ramp to propel their ball, they can then push the ball down the ramp.
- **Balls** – A set consists of six red balls, six blue balls and the jack.
- **Tape Measure** - A special tape measure is sometimes used when it is close between balls. You could also use a piece of string.
- **Pusher** – Some players also use a piece of equipment called a pusher that helps them propel the ball.

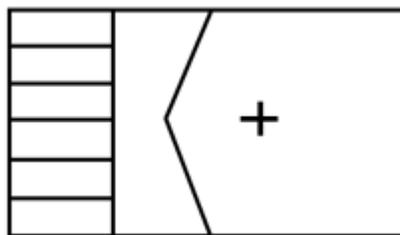
### Balls



### Ramps



### Court



### Tabletop

All the activities within this resource can be used in a variety of environments – e.g. a garden or indoors, but they are also designed to be played using your tabletop, with smaller equipment.

Have a go at them all, can you use a pusher and ramp for some of the activities?

# SPORT THEME

# BOCCIA

# PRIMARY

60 minutes of moderate to vigorous physical activity each day helps us stay mentally and physically healthy

#stayhomestayactive

#stayinworkout

## MONDAY MOVERS

! Physical literacy/skills

### Activity overview

#### Skittles

- How many targets can you hit?

#### Cone Funnel

- Roll your ball through the funnel and onto a target.

### Equipment needed

- Balls, rolled up socks
- Target, clothing
- Funnel, string, cups
- Ramp and pusher optional

### School Games value focus

Determination

## TUESDAY CHALLENGE

! Personal challenge

### Activity overview

#### Boccia Bonanza Circuit

- Complete the circuit, up to six stations

### Equipment needed

- Balls, rolled up socks, marbles
- An assortment of items found in your house

### School Games value focus

Self Belief

## WEDNESDAY WORKOUT

! Links to numeracy/literacy

### Activity overview

#### Boccia Soccer

- Hit the 'football' to score as many goals as you can.

### Equipment needed

- Balls, rolled up socks
- Markers, cups
- Ramp and pusher optional

### School Games value focus

Honesty

## THURSDAY THINKING

! Problem solving

### Activity overview

#### Battleships

- Can you sink all of the ships?

#### Big Boccia Wordsearch

### Equipment needed

- Balls, garden bowls, tin foil
- Targets, paper, clothes
- Ramp and pusher optional

### School Games value focus

Determination



## FRIDAY FUN

! Virtual competition

### Activity overview

Design your own Boccia Bonanza activity and/or design your own Paralympic GB mascot.

Once complete, submit your entry to the competition at

[www.activederbyshire.org.uk/forms/view/sqvc](http://www.activederbyshire.org.uk/forms/view/sqvc) before 9:00am on Friday 10<sup>th</sup> July 2020 .... Earn points for your school and download your certificate.

### Equipment needed

- Balls, garden bowls, marbles
- Get creative and find objects to use.
- Paper
- Pens and pencils

### School Games value focus

Passion

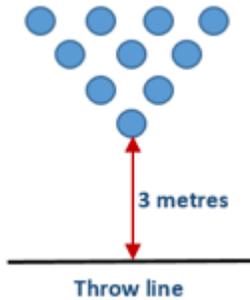
RESOURCE PRODUCED  
IN PARTNERSHIP BETWEEN



## MONDAY MOVERS

! Physical literacy/skills

### ACTIVITY



- Set up your skittles as they would be for tenpin bowling.
- Knock down as many skittles as possible using two balls.
- Stand roughly three metres away.

### EQUIPMENT NEEDED

- Balls e.g. rolled up pair of socks
- Skittles e.g. toilet rolls, plastic bottles
- Ramp e.g. chopping board, cardboard tube



15mins



### How can you demonstrate determination throughout this challenge?

Play until you knock down all of the pins in two shots.

### LEAD OTHERS

Take on the role of scorer when playing with others.

### ! TOP TIPS

A heavier ball will knock over more pins.  
Aim to hit the front pin slightly off centre.

# Skittles

### MAKE IT EASIER...

Start with fewer skittles. Move the skittles closer together.

### MORE OF A CHALLENGE

Play ten frames, the equivalent of a full game of tenpin bowling.

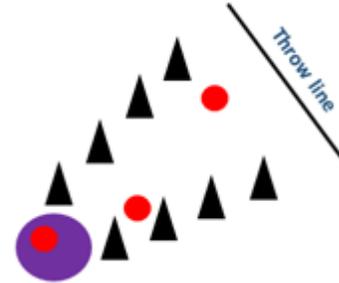
### MAKE IT INCLUSIVE

Change the number of pins to suit the skill level of the player.

## MONDAY MOVERS

! Physical literacy/skills

### ACTIVITY



- Place a start line one metre away from your funnel.
- Aim to get the ball onto the target without hitting the sides of the funnel.
- Control the ball's pace and line so it stops on the target.

### EQUIPMENT NEEDED

- Ball, target and ramp (as used in 'Flip-It')
- Markers for your funnel, e.g. cups, cans, string



15mins



### How can you demonstrate determination throughout this challenge?

Play the game until you consistently hit the target without touching the funnel sides.

### ! TOP TIPS

Use non-breakable items for your funnel.  
Avoid adding spin as this will make the ball swerve.

# Cone Funnel

### MAKE IT EASIER...

Make the funnel shorter. Increase the width of the funnel openings.

### MORE OF A CHALLENGE

Place random obstacles in the funnel that must be avoided, such as a tin of beans.

### MAKE IT INCLUSIVE

Adapt the game to suit the space available; play full size, mini or tabletop.

### LEAD OTHERS

Identify three start points and mark out the best path from each for others to follow.

**Why not try this now?** Try Boccia England's 'Skittles with a Difference' [here](#). Add numbers to your skittles to create links with numeracy. Play first to 50 or score your age.

**Why not try this now?** Vary your start position and play until you can hit the target from different angles.

## TUESDAY CHALLENGE

# Boccia Bonanza



30mins

### ! Personal Challenge

## ACTIVITY

- Get involved in Scottish Disability Sport's virtual boccia competition, Boccia Bonanza.
- Pick your favourite challenge from below and give it a go;
  - Station 1 – Bench Roll ([click here for video](#))
  - Station 2 – Hoopla ([click here for video](#))
  - Station 3 – Up and Over ([click here for video](#))
  - Station 4 – Out of Line ([click here for video](#))
  - Station 5 – Through the Gate ([click here for video](#))
  - Station 6 – Out of the Circle ([click here for video](#))

Please see next page for photos of the stations above

## EQUIPMENT NEEDED

- Balls e.g. tin foil, marbles, garden bowls
- An assortment of items found in your house that suit your chosen activity.

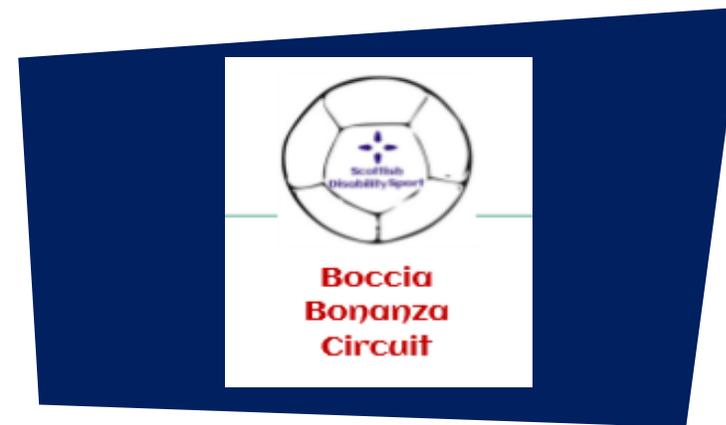
## ! TOP TIPS

Pick a station, build it, test it, change it and test it again. Keep going until you are happy and it works for you.



**How can you demonstrate self-belief throughout this challenge?**

Design a station that play to your strengths and pushes your limits. Trust that you can take on any challenge, especially one that you set yourself.



## MAKE IT EASIER...

- When building games make sure your targets are big and obstacles are small.
- Play over short distances.

## MORE OF A CHALLENGE

- Try more than one station, or why not try all six stations?
- Try moving further away from your target
- Use a smaller object

## MAKE IT INCLUSIVE

- Set up your game and encourage everyone in your house, including your pet, to have a go.

## LEAD OTHERS

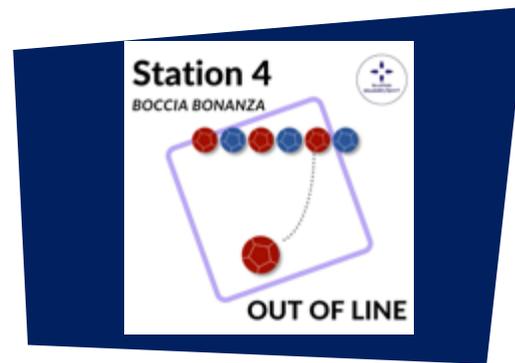
- Set up a home league, clarify the rules, produce score sheets and design certificates for those taking part.

**Why not try this now?** Enjoyed having a go at one of these activities? Why not give Boccia England's Rainbow Cup a try [here](#).



Send the ball along a bench (e.g. ironing board, drain pipe or piece of wood) underarm to land it on a marker/bucket. Points for distance along the bench and for landing it on the marker/in the bucket.

Score one to release the ball - two to land on the bench - three to roll to the end - four for landing on the marker.



The ball should hit a static ball to send it onto markers or target (a flat item such as a mat or piece of paper).

Score one for releasing the ball - two for touching the static ball - three for knocking it onto a marker.



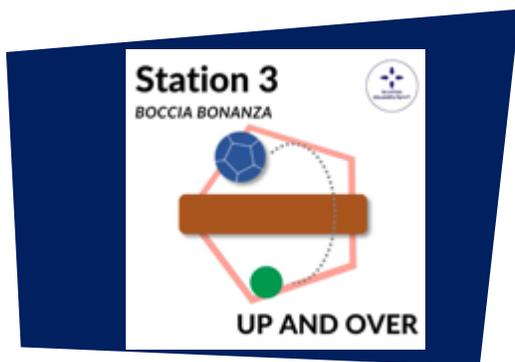
Throw the ball, using overarm action, trying to get it through the hoop or hole and land on a target/in a bucket.

Score one to release the ball - two to go through the hoop - three to land on the target.



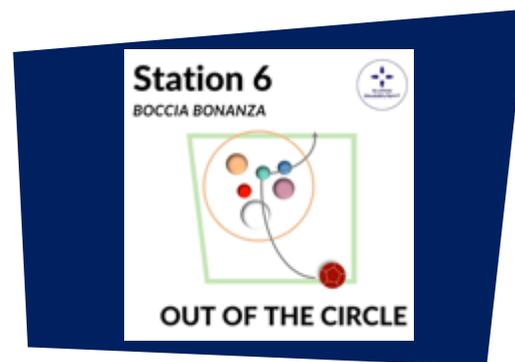
The ball should be propelled through the two cones (e.g. water bottles or tins of beans) and come to rest on the target (a flat item such as a mat or piece of paper).

Score one for releasing the ball - two for ball through the gate - three for ball on the target.



Send the ball over the bench (e.g. ironing board, drain pipe or piece of wood) and into a target/bucket. Each ball successfully on target receives points.

Score three for target furthest away - two for nearer target - one for closest target.



Six balls in a hoop (mark out using tape, string or chalk). The ball must be propelled to knock the ball out of the hoop.

Score one for releasing the ball - two for touching a ball within the hoop - three for knocking it out of the hoop.

## WEDNESDAY WORKOUT

# Boccia Soccer



30mins

! Links to numeracy/literacy

### ACTIVITY

- Aim is to hit the 'football' into your opponent's goal.
- Measure a 'pitch' on the floor using tape or string, or set-up on a table. If playing on the table, put up barriers on the sides, such as books or rolled up towels.
- Your area must have a 'goal' at each end.
- There are two teams; a red team and a blue team. You must sit behind your goal and roll your balls from there.
- Each team has six balls. Each team places one of their balls anywhere on the 'pitch' which acts as a 'defender'. Those balls do not move throughout the game unless hit.
- Taking it in turns, each team rolls their balls and tries to hit the 'football' into their opponent's goal.
- First team to reach five goals wins!
- Check out the video here - <https://youtu.be/Xi-w1j1voXU>

### EQUIPMENT NEEDED

- Set of balls e.g. marbles, table tennis balls, rolled up tin foil.
- Football e.g. different colour marble, rolled up tin foil.
- Goal e.g. cups used as goalposts

### ! TOP TIPS

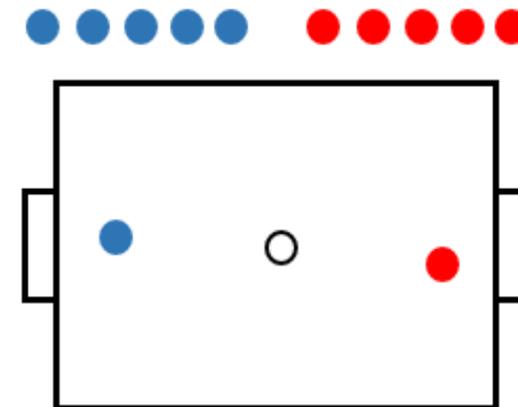
You don't always have to hit the 'football', you could roll your ball and block off a path to goal.



**How can you demonstrate honesty throughout this challenge?**

Be honest with your opponents and show fair play.

**Why not try this now?** Have a go at the Youth Sport Trust's inclusive PE resources [here](#).



### MAKE IT EASIER...

- Play without defenders in your playing area.
- Play first to three goals.

### MORE OF A CHALLENGE

- Place two defenders in your playing area.
- Play a timed match and see how many goals you can score in that time.

### MAKE IT INCLUSIVE

- Signal or communicate directions for someone to roll your ball for you.
- Use your ramp to roll your balls onto the 'pitch'.
- If practicing by yourself, count how many shots it takes you to score a goal, then play until you beat your score.

### LEAD OTHERS

- Play in pairs or threes against another team in your household.

## THURSDAY THINKING

# Battleships



30mins

! Problem solving

## ACTIVITY

- This is a game to play with a family member or friend.
- Each player must find three targets that vary in size (make sure that you and the other player have similar sized targets).
- Decide on a playing area, then split this in half – each player having a half. Games can be played on a tabletop or on the floor.
- Each player places their targets in their half.
- The aim of the game is to 'sink' the other persons ship (targets) by hitting their targets.
- Once a target is hit, it is removed from the game.
- Players can use as many balls as they wish, but they must play alternately.
- The winner is the one to sink all the targets first.
- Check out the video here - <https://youtu.be/RIhCCL0tggg>

## EQUIPMENT NEEDED

- Balls e.g. garden bowls, tinfoil
- Three targets per player e.g. beakers, tubes
- Ramp (optional)

! **TOP TIPS** Make sure your targets are not breakable and you have permission to use them.

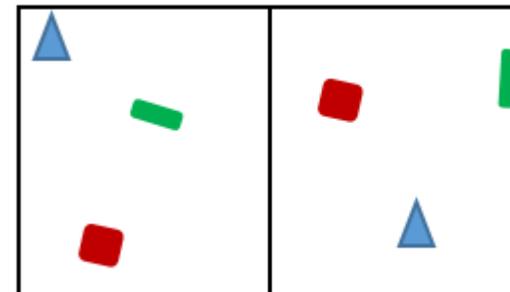
**Why not try this now?** Head over to the Your School Games website to download their 'Stay at Home' boccia resource. <https://www.yourschoolgames.com/coronavirus-support/ngb-activities/boccia/>



**How can you demonstrate determination throughout this challenge?**

Keep going until you sink all the targets. Take your time with your go.

PLAYER 1's SHIPS    PLAYER 2's SHIPS



PLAYER 2  
THROWS FROM  
HERE

PLAYER 1  
THROWS FROM  
HERE

## MAKE IT EASIER...

- Use bigger targets
- Use bigger balls
- Create a smaller playing area

## MORE OF A CHALLENGE

- Place 'blockers' (items such as cups, small boxes, other pairs of socks) in front of your ships.
- Use smaller targets.
- Your ball has to land on the target exactly for it to count as a hit.

## MAKE IT INCLUSIVE

- Can you create a similar game using marbles, but play it on a table? Remember to use barriers on the edges of the table.
- Roll your balls over the target to count as a hit.

## LEAD OTHERS

- Could you create a one player target game for someone else?

## THURSDAY THINKING

! Problem solving

# Word Search



15mins

## The Big Boccia Word Search

E	T	A	E	U	E	C	I	L	A	T	O	E	T
T	I	V	K	T	U	R	N	L	W	O	R	H	T
E	C	C	H	H	S	P	C	B	O	C	C	I	A
L	R	U	L	I	I	I	L	H	C	L	M	L	I
H	T	A	T	R	E	T	U	M	E	P	T	R	N
T	K	D	M	P	C	R	S	T	A	C	S	T	T
A	C	C	A	P	C	O	I	S	I	E	T	A	F
A	H	U	A	S	M	P	V	C	T	E	T	O	H
S	L	I	C	J	N	S	E	N	H	H	U	C	H
P	E	M	A	C	C	P	N	M	L	C	M	H	B
T	P	A	R	A	L	Y	M	P	I	C	C	T	E
L	S	M	T	I	P	M	R	C	B	R	A	A	C
A	C	I	C	P	E	S	A	C	C	O	B	E	U
I	C	H	A	N	D	I	L	I	F	E	L	H	P

RAMP  
HEATHCOAT  
BECUP  
INCLUSIVE  
PARALYMPIC  
BOCCAS  
BOCCIA  
SPORT  
JACK  
ATHLETE  
TEAM  
THROW  
HANDILIFE

## FRIDAY FUN

# Mascot Design

! Virtual competition

### ACTIVITY

- Design your own Paralympic mascot for Team Great Britain (GB).
- Your mascot should;
- Represent a physical or sensory impairment in some way.
- Celebrate Paralympic athletes and the Paralympic values.
- Have a great name!
- Once complete, submit your entry to the competition at [www.activederbyshire.org.uk/forms/view/sgvc](http://www.activederbyshire.org.uk/forms/view/sgvc) before 9:00am on Friday 10<sup>th</sup> July 2020 .... Earn points for your school and download your certificate.

### EQUIPMENT NEEDED

- Paper
- Pens, pencils, crayons



30mins



**How can you demonstrate passion throughout this challenge?**

Design something that makes you feel proud.

### MAKE IT EASIER...

Describe your mascot for someone to draw.  
Use household items to design your mascot.

### MORE OF A CHALLENGE

Describe how your mascot will support Team GB at the next Paralympic Games.

### MAKE IT INCLUSIVE

Design your mascot on the computer or have someone help you.

### LEAD OTHERS

Can you encourage others to design their own mascot?

### ! TOP TIPS

Research previous Olympic and Paralympic mascots for inspiration and jot down your ideas using the template on the next page.

**Why not try this now?** Head over to the Get Set Tokyo website for free downloadable resources and activities; <https://www.getset.co.uk/resources>

## FRIDAY FUN

# Bonanza Activity

! Virtual competition

### ACTIVITY

- Design your own Boccia Bonanza activity.
- You can draw or set-out and take a picture your activity or film yourself completing it.
- Think about all of the equipment you might need for it to work.
- Once complete, submit your entry (photo or film) to the competition at [www.activederbyshire.org.uk/forms/view/sgvc](http://www.activederbyshire.org.uk/forms/view/sgvc) before 9:00am on Friday 10<sup>th</sup> July 2020 .... Earn points for your school and download your certificate.

### EQUIPMENT NEEDED

- Paper and pencils/colouring pens
- Something to picture your activity



30mins



**How can you demonstrate passion throughout this challenge?**

Design a game you really love and show others how to play it.

### MAKE IT EASIER...

Try recreating your favourite game from this week.

### MORE OF A CHALLENGE

Have a go at playing your game!  
Can you turn your favourite game into a Boccia-based activity?

### MAKE IT INCLUSIVE

Design your activity to be played 'table-top'.

### LEAD OTHERS

Show others how to play your game.  
Challenge others to design their own activity.

### ! TOP TIPS

Use this week's activities as a starting point. Will you base your game on accuracy or game tactics?

# My Mascot Design

How will your mascot support Team GB?

Handwriting lines for describing how the mascot will support Team GB.

Large drawing area for the mascot design.

Mascot's name.....

RESOURCE PRODUCED  
IN PARTNERSHIP BETWEEN



For additional challenges and ideas on how to keep physically active visit the Active Derbyshire [website](#) or your School Games Organiser page.

Active Derbyshire and the SGOs cannot be responsible for any risk associated with activities suggested. Please click [here](#) for more details.