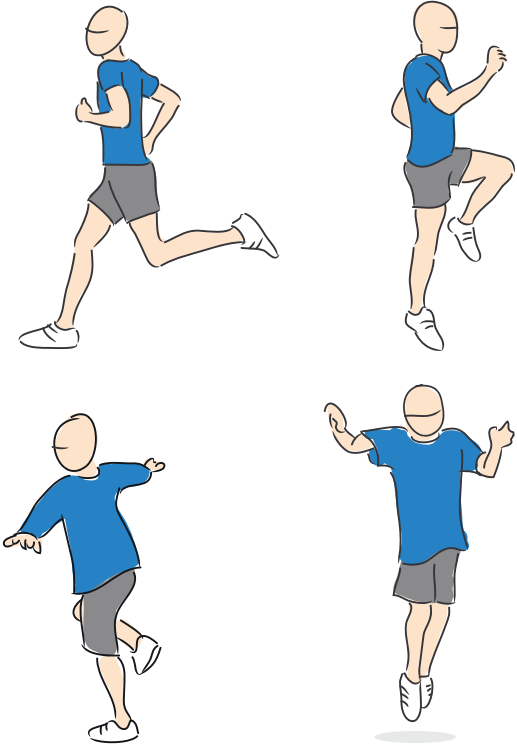


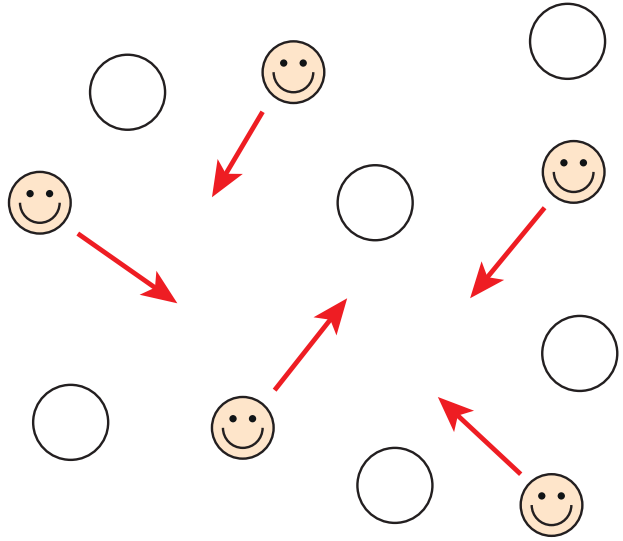
RESOURCE CARD: MULTI SKILLS: YEAR 3

RELATES TO: WEEK 1




WARM UP



GAME / COMPETITION: HOOPS



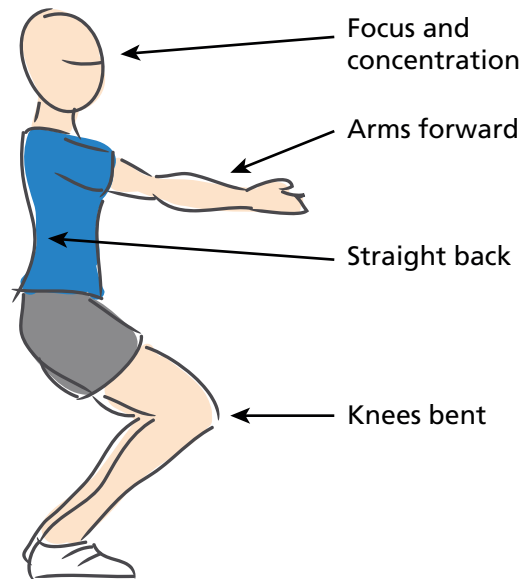
KEY

 Player  Where the player moves to  Hoop

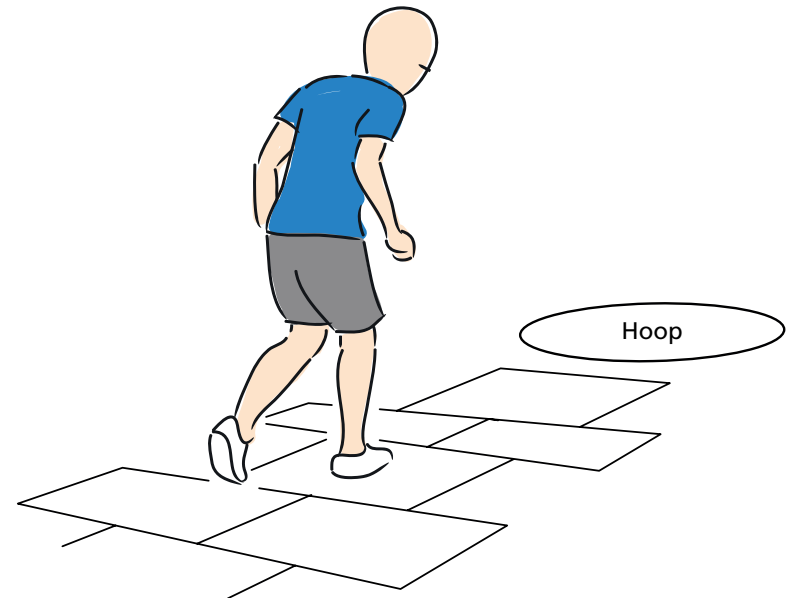
RESOURCE CARD: **MULTI SKILLS:** YEAR 3

RELATES TO: **WEEK 2**

MAIN LESSON: LAND EFFECTIVELY



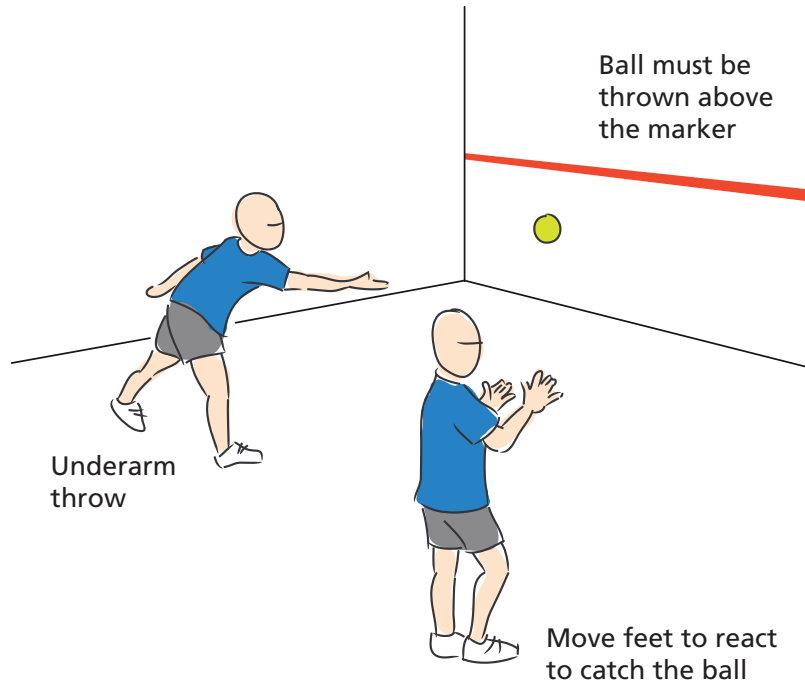
GAME / COMPETITION: HOP SCOTCH



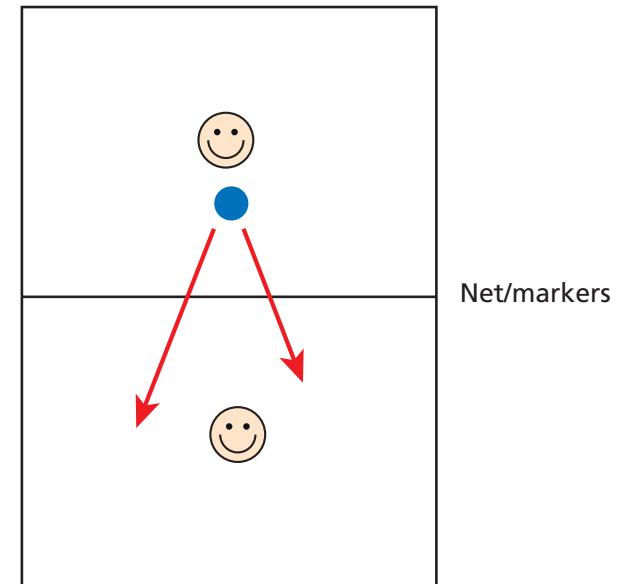
RESOURCE CARD: MULTI SKILLS: YEAR 3

RELATES TO: WEEK 3

MAIN LESSON: REACTION WALL GAME



GAME / COMPETITION: REACTION NET CHALLENGE



KEY



Player



Ball



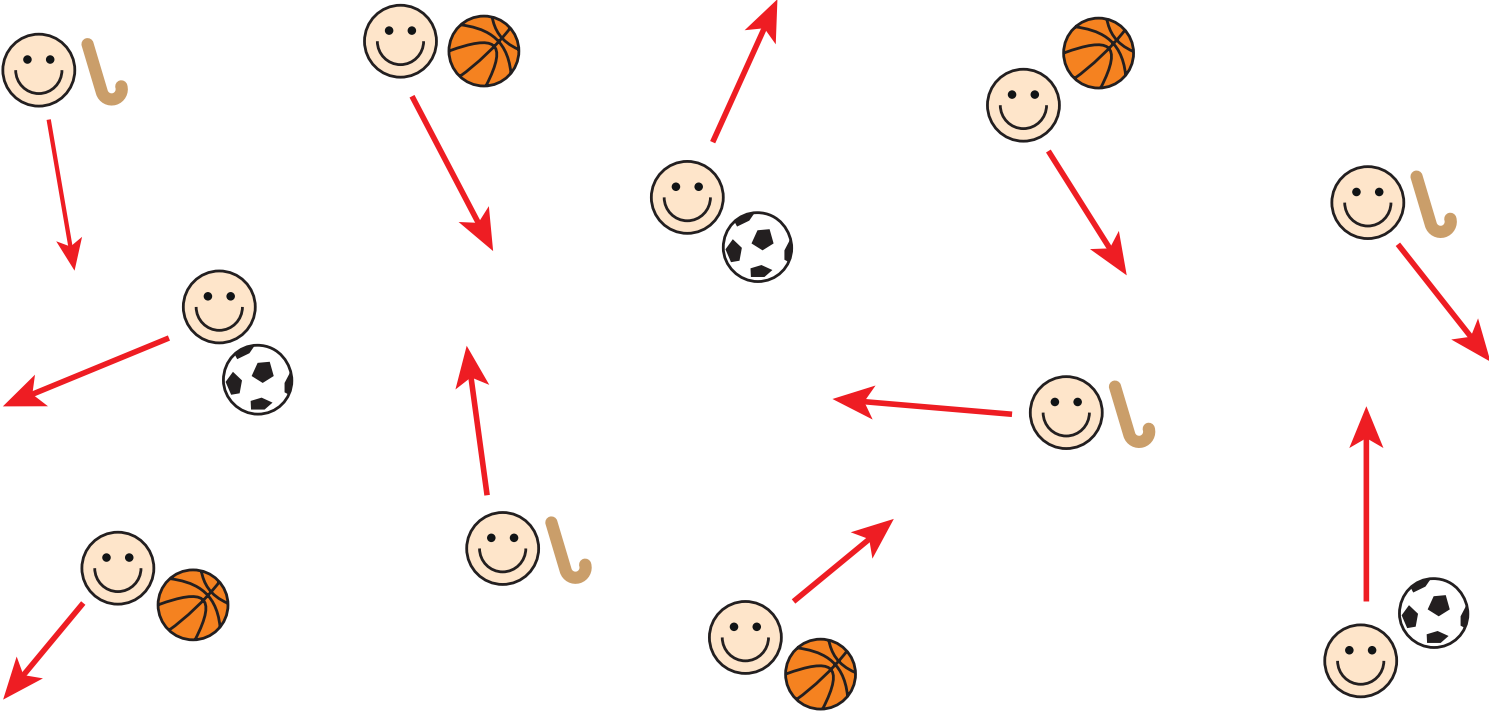
Where the player moves to

or is it ball?

RESOURCE CARD: MULTI SKILLS: YEAR 3

RELATES TO: WEEK 5

MAIN LESSON: DRIBBLING



KEY



Player

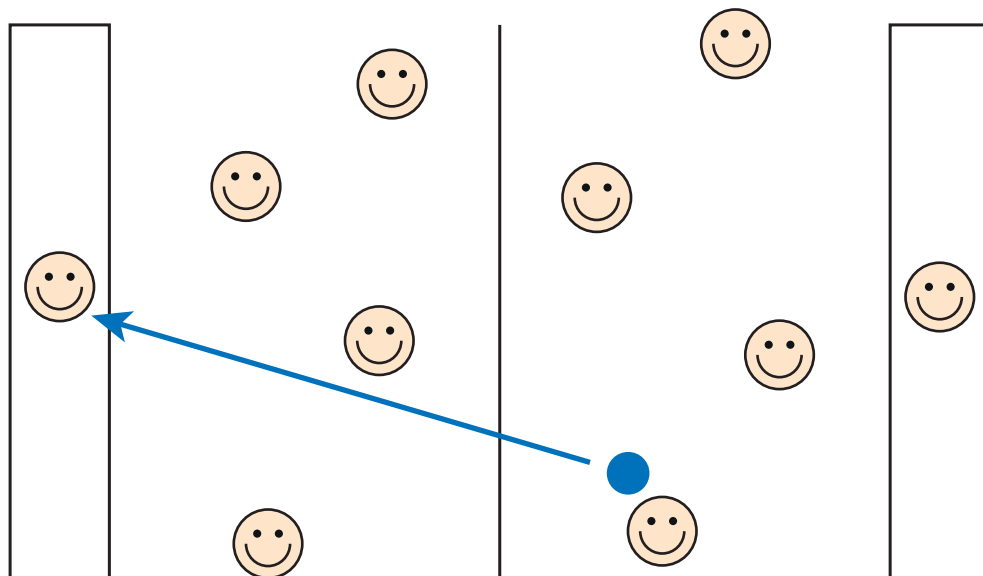


Where the player moves to

RESOURCE CARD: **MULTI SKILLS:** YEAR 3

RELATES TO: **WEEK 6**

MAIN LESSON: BENCH BALL



- Players must not pass over the midway mark.
- If a player throws the ball to their catcher on the opposite bench and this player catches the ball, the thrower joins the bench (See picture).
- If a player falls off the bench, they must return to their starting position.
- The team who manage to get all their players onto the bench first win.

KEY



Player



Ball



Where the ball moves to



Bench