

**Activity Typology:** Collective play

**Material:** Two balls

### Description of the activity:

A rectangular space (like a volleyball court) is created and separated into two equal fields. The participants are divided into two groups and each group occupies one half of the field, **always maintaining the minimum safety distance between them**. One person in each group (the pitcher) stands behind the baseline of the other group (*throwing zone*) and has a ball.

The two groups play at the same time, each with a different ball. The goal of each group is to get everyone in their field to the launch zone. The game ends when a team gets everyone in the launch area, i.e. they've all gone from their field to the bottom line of the opposing group.

In order to reach the end of the opposite field, the person in the throwing area passes the ball to their group. When throwing, the ball will pass over the people in the other group.

- If a person catches the ball without it touching or falling to the ground, the person who has received it will be able to run towards the opposite baseline (launch area of their group).
- If during the throw and reception the ball falls to the ground, the ball must be given back to the person pitching so that he can throw it again. In this case, no one moves to the launch zone.

When a person receives the ball without it falling, they can run to where their teammates are. Then, once you are inside the launch zone, you can throw the ball at your team. If the ball does not fall to the ground, participants can move from their own field to the launch zone.

### Variants:

- V1:** Following the same dynamics of the game, a rule is added: the first person who touches the ball, must hit it, and pass it on to another person in their group. If the second person catches the ball without it falling, they can run to the launch zone. If the ball falls to the ground, the action is invalid and the pitch needs to be repeated.
- V2:** The first and second person who touch the ball, hit it (as in volleyball). The third person is the one who can catch it and run to the launch zone. If the ball falls to the ground, the action is invalid and the pitch needs to be repeated.
- V3:** Once the participants have understood the dynamics of the game, you can also propose to play with your feet. If you play with your feet, the above variants can also be entered.

### Questions for reflection:

- Did you like the game? What did you like best?
- What happened when you did not coordinate the pitch with the reception and the ball fell to the ground? How did you feel when you achieved the game's goal?