

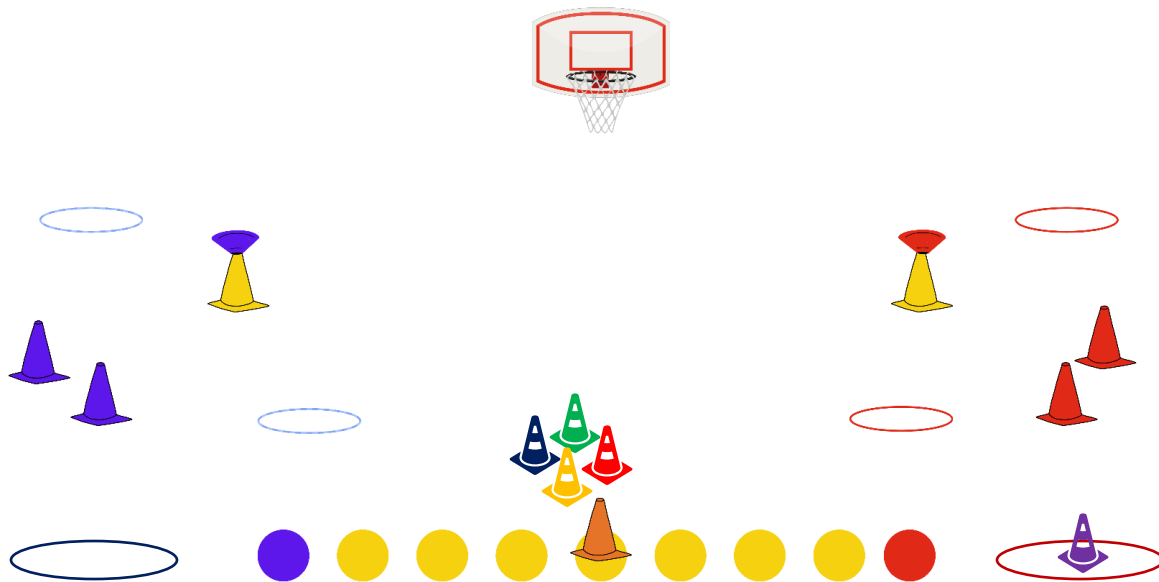
Avengers End Game

Purpose: Shooting Footwork & Alignment

Equipment: Basketballs, Spots, Small Spots, Hula Hoops

Set Up: Same as Move It. Have 1-Cone for each color Infinite Stone (Red, Orange, Yellow, Green, Blue, Purple). If you don't have a colored cone, use a neutral color cone with a colored disc on top.

Storyline Connection: This game follows Avengers Infinite Wars. If both teams collected an infinite stone, it goes in the middle and is up for grabs. If only 1-team collected the stone, that team starts End Game with the Stone already in their hoop.



Execution:

- Introduce the lay-up and its function in the sport. This will be the first time they perform a lay-up in the camp. Breakdown & demonstrate proper form.
- Introduce the Crossover Dribble and its function in the sport. Breakdown and demonstrate proper form.
- PRACTICE ROUND:
 - Assign each team to a side (blue or red) and have them line-up behind the team line cones. Give 2 basketballs to each team. On the coaches whistle the first person in line will dribble up to the juke cone, perform the crossover move, they take a lay-up on the basket.
 - Have the player get their rebound, dribble to the agility hoop (the outside hoop near the sideline), and perform a jump stop (inside foot in the hoop), pivot, and bounce pass to the next player in the line.
 - Each team has 2-basketballs to help minimize wait times. The 2nd person with the ball can go as soon as the 1st person performs the lay-up.
 - Have the players practice going from each side of the court so they practice doing right & left hand lay-ups
 - They can also practice doing inside & outside crossovers.
- NARRATE STORYLINE: The Avengers have gone back in time to try and reclaim the infinite stones and use them to save half the universe. Each stone is represented by a cone. Team will compete for

the stone by playing Move It. The Stones that both teams collected are up for grabs. We will compete for a different stone each round. If only 1-team collected the stone during Infinite War's, they have already earned that stone and it cannot be stolen. The team with the most stones at the end of the game wins!

- PLAY: Have the players get back in their original lines and give each team 2-basketballs. Let them know this time they are racing to get the orange cone to their spot first.
- On the coaches whistle, the first player on each team with the basketball will dribble up to the juke cone, perform the crossover, then complete the lay-up.
- IF THEY MAKE IT: they get their ball and dribble down to the MOVE IT grid and move the cone 1-spot towards their teams spot. They must dribble the entire time or the cone goes back to its last spot. They then dribble to the inside agility hoop, perform a jump stop (inside foot in the hoop), pivot, and bounce pass.
- IF THEY DON'T MAKE IT: They get their rebound and dribble to the outside agility hoop. Perform a jump stop (inside foot in the hoop), pivot, and bounce pass to the next person in line.
- First team to get the cone on their spot wins the round. Have players switch sides each time.
- Reset and continue as time permits. Reinforce storyline/score, rotation/rules, skills/technique, and teamwork/strategy
- Use variations listed below as needed for your group.
- Have both teams demonstrate sportsmanship. Recap the lay-up and its purpose in the sport.

Variations:

- Multi-spot variation: Put more spots down in the Move It grid. If the player make a lay-up they move the cone 1-spot. A jumper outside the key = 2-spots. A three pointer = 3-spots.