



# Basketball Camp (Teamwork & Technique)

## Activity Reference Guide

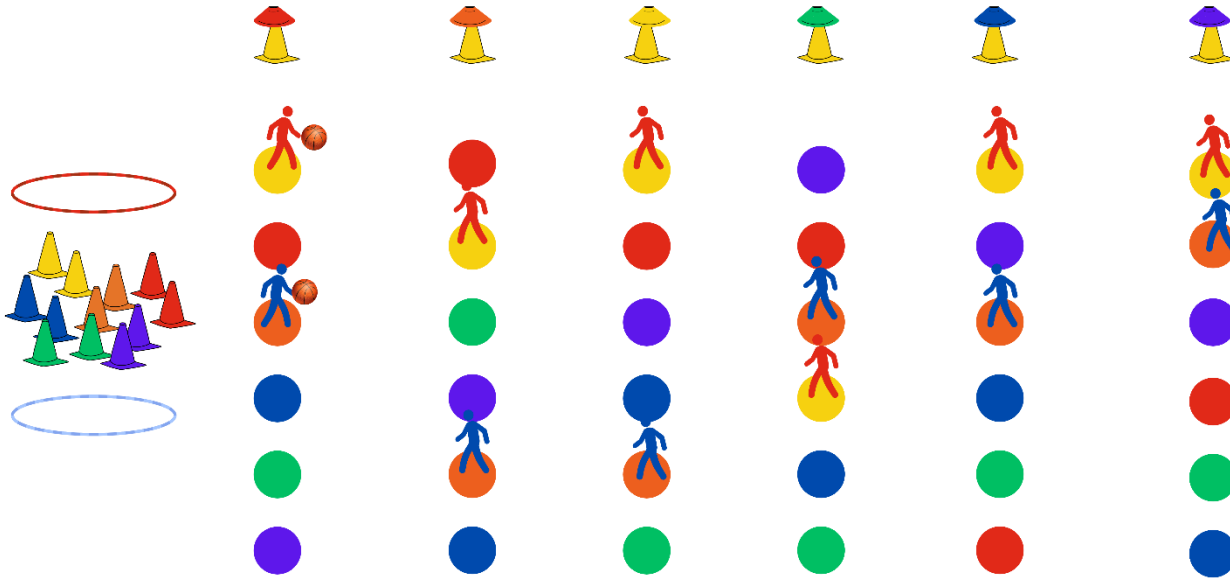


### Zootopia Passing

Purpose: Passing, Teamwork, Communication

Equipment: Spots, Cones, Discs, Hula Hoops, Basketballs

Set Up: Set-up a 6 by 6 grid of spots. Make sure there is one spot of each color in each row. Use cones on the sideline to mark the rows. On the baseline put down a hula hoop for each team. Put 1 color of each cone (red, orange, yellow, green, blue, purple) between the two hula hoops.



Execution:

- Introduce, breakdown & demonstrate the skills for the game:
  - Passing: Chest Pass, Bounce Pass, Step Through Pass, Wrap Around Pass
- PRACTICE ROUND:
  - Review the rules, skills, flow, & objectives.
  - Have the players practice announcing colors, lining up on the colors, passing the ball down the grid, and rotating.
  - Announcing colors: This game really teaches LEADERSHIP! The first person in each line (red row) needs to call a color. All players on their team need to stand on that color spot for their row.
  - Passing the Ball: Practice the various passes. All players must do a correct pass to get the color cone once gameplay commences.
  - Rotating: After each round all players rotate 1 row up (red to orange, orange to yellow, yellow to green, green to blue, blue to purple, purple to red). The rotation happens whether or not they complete the passes all the way down the line.
- NARRATE STORYLINE: Split into two teams of animal detectives. Both teams are traveling through the 6 ecosystem districts to save the animals. The first team to rescue animals from all 6 ecosystem district wins.
  - Red: Desert
  - Orange: Outback
  - Yellow: Savanna
  - Green: Jungle
  - Blue: Ocean
  - Purple: Artic



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- **PLAY:** Assign each player to a starting row (red, orange, yellow, green, blue, purple). **IT IS IMPORTANT THAT PLAYERS UNDERSTAND THAT THEY MUST STAY IN THEIR ROW.** On the coaches whistle the game begins.
- The player on red is the team leader and calls out a color. All players stand on that color spot in their row. Two leaders cannot call the same color. If they do, coach makes the call on who called the color first.
- All players stand on their color and the leader passes the ball to the teammate in the next row. (red row to orange row). This continues all the way down to the last row.
- They must do the correct pass and catch the ball without leaving their spot
- **IF THEY COMPLETE THE PASSES ALL THE WAY DOWN CORRECT:** - Coach Calls - "BLUE TEAM GOOD". All players rotate down 1-row (red to orange, orange to yellow, yellow to green, green to blue, blue to purple). The last player in line (purple row) dribbles to the start, grabs the correct cone color (while dribbling) and places it in their hula hoop.
  - Example - if the team was on the Green spots, they would grab the Green Cone and put it in their Hula Hoop. Have the player say what animal it was that he saved from that ecosystem (example - Tiger from the Jungle)
- **IF THEY DO NOT COMPLETE THE PASSES ALL THE WAY DOWN CORRECTLY** - Coach calls - "RED TEAM - NO GOOD". All players still rotate. Purple dribbles down to red to become team leader. They just down put that color cone in their Hula Hoop so they didn't recruit anyone.
  - Examples of this would be: incorrect pass. Dropped pass. Wrong color. Must leave their spot to collect the pass.
  - Important - the players must pass the ball all the way down the grid whether or not they do it correctly or the rotation will get messed up.
- Continue until one of the teams has assembled all 6 characters. They win that round. Record points and play again. This time have them do a different kind of pass (chest pass, wrap-around pass, step through pass)
- Continue as time permits. Reinforce storyline, skills, score, and rotations.
- Have all players demonstrate **RESPECTING THE ROOTS OF THE GAME.**
- Recap the various passes and their function in the sport.