

Gateball Activity Sheet

Name: Target game

Focus Area: (Accuracy/Strategy/Communication etc)

Accuracy – length of shot

Scoring

Key Teaching Points:

Stalk, Sight, Stand, Stare and Swing

Accuracy

Turntaking

Gateball scoring

Equipment:

Mallets

Set of gateballs

Targets with 4 concentric circles. Inner area marked 5, next area 3, then 2. The outer circle is marked 1

Gateball scoreboard

Setting up two targets, one for red and another for white helps pace this game.

(Cheap tarpaulins make a good base to draw circles on)

Activity Description:

Stand group around a target. Point out that players can score 1,2,3 or 5 points for getting a ball within a circle. Decide what ball position counts as scoring points.

Players take turns hitting their balls on to the targets

Once all 10 players have had a turn transfer scores to a gateball scoreboard: : 1 – gate 1, 2 – gate 2, 3 - gate 3 or 5 for the goal pole.

Scores for both teams are totalled and red or white declared the winner

Change it:

Change the rules when balls are touching the lines

Establish a rule for when balls knock other balls into other positions

Sparking could be used

Safety Considerations:

Sticks safely by sides, no silly swinging

Stand clear of stokers

Watch balls