

Parachute throw

How to play

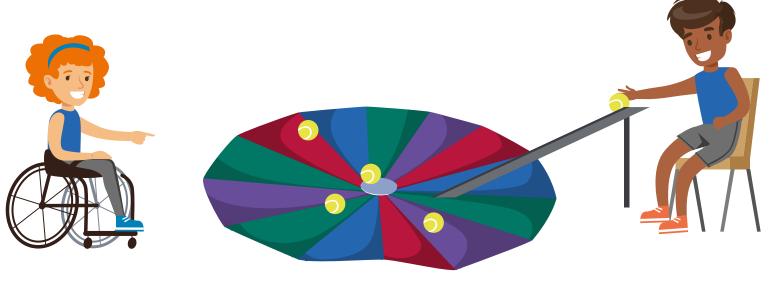
- Put players into pairs (2s) and position them around a parachute.
- In each pair, one player is the thrower, and their partner is the receiver.
- The thrower propels an object towards a colour on the parachute chosen by their partner.

- If the thrower hits the correct colour, they get one point. Their partner counts their score.
- Each player gets five throws before swapping roles with their partner.

Equipment



Range of balls and suitable objects to throw / propel on parachute. E.g. balls, beans bags, soft toys



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Scottish Disability Sport

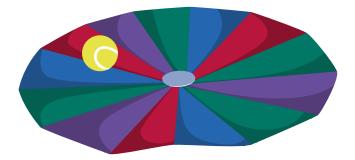




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	Easier	Harder
Space	• Reduce distance between the thrower and the target.	 Increase distance between the thrower and the target.
Task	 Players score points for objects that land on the parachute. 	 Reduce the size of the target area on the parachute.
Equipment	 Use a bean bag or soft object instead of a ball. 	 Reduce size of the ball or object being thrown.
People	• Reduce the number of players taking part.	• Increase the number of players taking part.



Impairment specific considerations

Blind and visually impaired pupils

- Use brightly coloured or high visibility targets.
- Use sound to support pupils to locate where the target is and how far away it is.
- Encourage players to walk towards target to gauge distance.

Pupils with a learning disability

• Give a practical demonstration for each instruction to ensure understanding.

Deaf and hearing-impaired pupils

- Give a practical demonstration of the activity before you start.
- Use visual signals, signs, or cue cards to communicate to players and reinforce the task.

Pupils with a physical impairment

- Players can roll or slide balls and objects across parachute.
- Parachute or target can be placed on a raised surface.
- A ramp can be used to propel balls and objects.









Bean bag skittles

How to play

- Split your group into two equal teams.
- The teams stand approximately six metres apart, facing each other.
- Two rows of skittles or plastic bottles are placed in between the two teams.
- Each team is allocated the row furthest away from them.

- Using bean bags and balls both teams attempt to knock down their own row of skittles.
- The first team to knock down all their skittles wins the game.

Equipment



Range of bean bags and balls

Even number of skittles or plastic bottles

Pupil corner - Can you:

- Count how many throws it takes your team to knock over all the skittles. Can you beat that score next time?
- 2. Try different ways to throw the bean bags or balls at the skittles.
- **3.** Think about what other objects you could use to knock down the skittles.









	Easier	Harder
Space	• Reduce the size of the playing area.	 Increase the size of the playing area. More space between the skittles.
Task	• Teams to knock down row of skittles closest to them.	 Players must use their non-dominant hand to throw the bean bags.
Equipment	 Use large balls. Use large skittles. Allow an unlimited number of bean bags or balls. 	 Use small skittles. Limit the number of bean bags and balls per player / team.
People	 Increase the number of people on each team. 	Reduce the number of people on each team.

Impairment specific considerations

Blind and visually impaired pupils

• Use high visibility or brightly coloured skittles.

Pupils with a learning disability

• Depending on ability allocate teams the row of skittles closest to them.

Deaf and hearing-impaired pupils

- Provide a visual demonstration of the activity.
- Use visual cues. E.g. a flag or colourful bib to signal the start and end of the activity.

Pupils with a physical impairment

- If using a ramp ensure pupils have plenty of balls or bean bags to throw.
- Raise skittles up off the floor, place them on a table or bench.

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Clear my area

How to play

- Split your group into two equal teams.
- Use cones to divide the playing area into two areas, one team on each side.
- Each team starts with 10 bean bags or balls in their area.

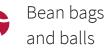
- The aim is to clear their area by throwing the bean bags into the opposition's area.
- At the end of the set time, the team with the least number of bean bags or balls in their area are the winners.

Equipment

Large playing area

Cones

or markers



Pupil corner - Can you:

- 1. Count how many bean bags and balls are in your area at the end of the game.
- 2. Add targets into the game for extra bonus points.
- **3.** Catch any of the bean bags or balls as they are thrown into your area.
- 4. Come up with some team tactics to beat the opposition.













	Easier	Harder
Space	• Reduce the size of the playing area.	• Increase the size of the playing area.
Task	• Shorten the time of each game.	 Players to use their non-dominant hand to throw.
Equipment	 Use large balls. Reduce the number of bean bags or ball in each team's area. 	 Increase the number bean bags or ball in each team's area.
People	• Limit the number of players on each team.	 Increase the number of players on each team.



Impairment specific considerations

Blind and visually impaired pupils

- Use high visibility or brightly coloured bean bags and balls.
- Use soft or low impact balls.

Pupils with a learning disability

- Give prompts and reminders during the activity.
- Introduce new rules one at a time and reinforce during the game.

Deaf and hearing-impaired pupils

- Give a practical demonstration of the activity before you start.
- Use visual cues. E.g. a flag or colourful bib to signal the start and end of the activity.

Pupils with a physical impairment

- Use lighter objects or balls E.g. paper balls or balloons.
- Use a ramp to assist pupils to roll balls across to the other team's area.

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How to play

- Split your group into four smaller groups.
- Give each group a separate playing area to use.
- Using a ball, each group aims to keep the ball from touching the ground by hitting the ball upwards into the air.
- Each group keeps score of how many hits they complete before the ball touches the ground.
- Once the ball touches the ground the game starts again from zero.

Equipment



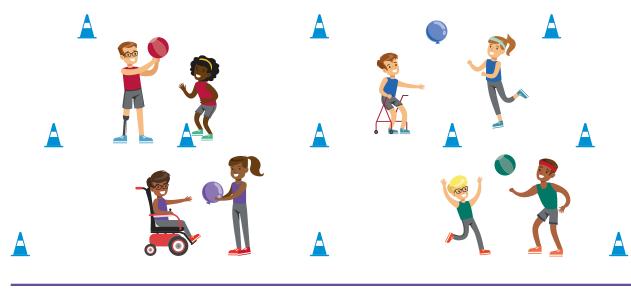
Large playing area



Cones or markers



A range of balls. E.g. volleyball, large foam ball, football



Pupil corner - Have a go at:

- **1.** Working with a teammate to improve your technique.
- **2.** Using team tactics to achieve a higher score.
- **3.** Adapting the game so everyone can take part try changing the task or the equipment.

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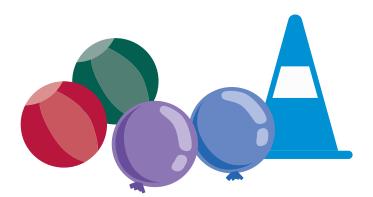




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	Easier	Harder
Space	• Reduce the size of the playing area.	• Increase the size of the playing area.
Task	 Allow players to catch the ball before throwing it upwards. 	 Give players passing sequence to follow.
Equipment	• Use a larger, lighter, or softer ball.	 Give players two balls to keep up at the same time.
People	 Reduce the number of people in each group. 	 Increase the number of pupils in each group.



Impairment specific considerations

Blind and visually impaired pupils

• Use an audible ball or a balloon with rice inside it.

Pupils with a learning disability

• Give clear instructions and use practical demonstration.

Deaf and hearing-impaired pupils

- Use visual cues. E.g. a flag or colourful bib to signal the start and end of the activity.
- Stop the game to introduce new rules or give teaching points.

Pupils with a physical impairment

- Use a lighter or softer ball to hit. E.g. a balloon, or beach ball.
- Players can take part in a seated position.







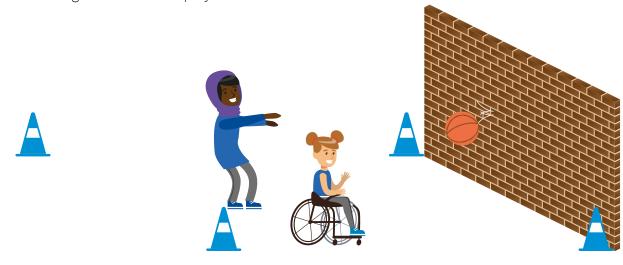




Net, court, and wall games Wall squash

How to play

- Group pupils into pairs (2s) and set them up on a small marked out court facing a wall.
- Player one throws a ball against the wall so that it bounces or lands within the court.
- Player two can allow the ball to bounce once before catching it and then throwing it back against the wall to player one.
- Players continue passing back and forth to each other. If the ball bounces twice on the court, or it lands outside the court the players restart from zero.
- Each pair keeps score of how many throws they complete with no errors.



Equipment



Pupil corner - Can you:

- Adapt this activity so everyone in your group is included and can play against each other?
- 2. Work together to improve each other's skill level?











	Easier	Harder
Space	• Increase size of the playing area.	• Reduce the size of the playing area.
Task	 Increase the number of bounces allowed. Allow players to roll the ball against the wall. 	 Players can only use their non-dominant hand to throw the ball.
Equipment	• Use a larger or lighter ball.	• Introduce a racquet or bat.
People	• Take part individually first to develop throwing and catching skills.	 Increase the number of players on each court.

Impairment specific considerations

Blind and visually impaired pupils

• Use a high visibility ball and / or audible ball.

Pupils with a learning disability

- Give prompt and reminders during the activity.
- Encourage players to focus on accuracy rather than scoring points.

Deaf and hearing-impaired pupils

• Demonstrate the activity to the group before you start the activity.

Pupils with a physical impairment

- Players can take part from a seated position in a small area.
- Play on a raised surface by positioning a table up against a wall.



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