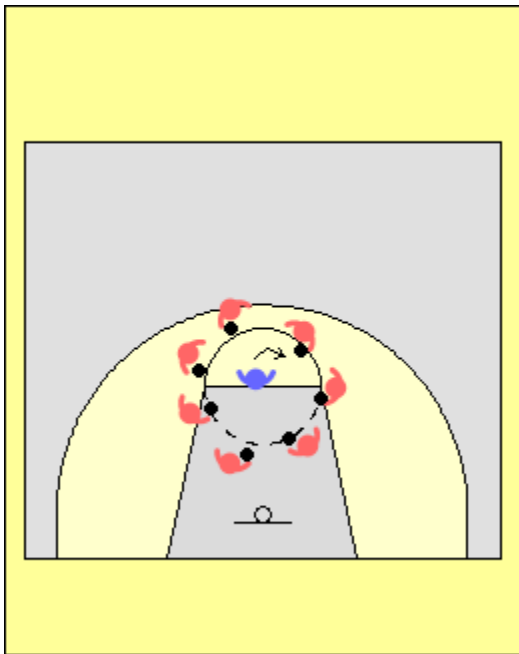


New Camp Games

Here are some fun games that you may want to try with young players. These work great in a camp setting when you need to energize the group with something different. Many have been adapted for basketball from a book called **Indoor and Outdoor Games**. It is published by Teacher Created Resources. I have tried not to use games where someone is eliminated. If elimination is used don't let the players eliminated stand on the side. Give them a way to re enter the game or give them a fun activity. One of the great things that children learn from playing games is strategy. Allow them to come up with ways to do it better. Instead of telling them ask question to help them to discover a better way.

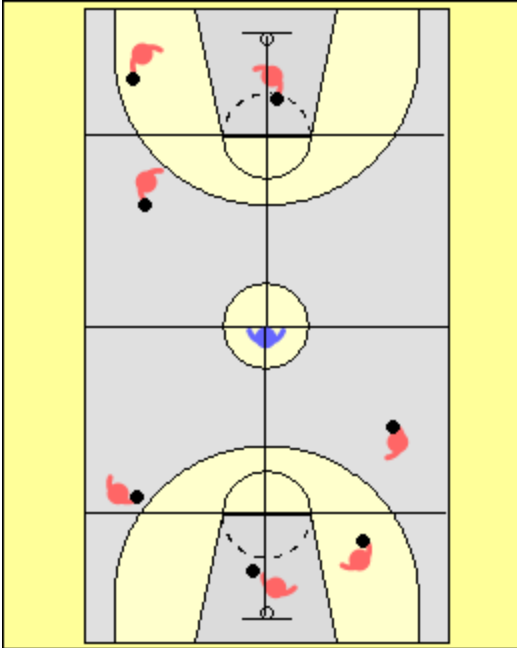


Follow the leader

Each player has a ball and stands in a circle. One player is chosen as "it" and stands in the middle and close his/her eyes. Choose one player as the leader. This player will lead the others in the group in Maravich ball handling drills (tipping, around the waist etc.). The others must follow the leader. When ready the player who is it opens his/her eyes and tries to guess who is the leader.

Note; The leader should switch the action when "it" is not looking. You will have to have a time limit on how often the action needs to be switched. It is a good idea to have practiced Maravich drills before using in this game.

To make it harder "it" has to do the Maravich drills as well. Now he/she has to scan, think and do the actions all at once. Give each child a chance to lead and be "it".



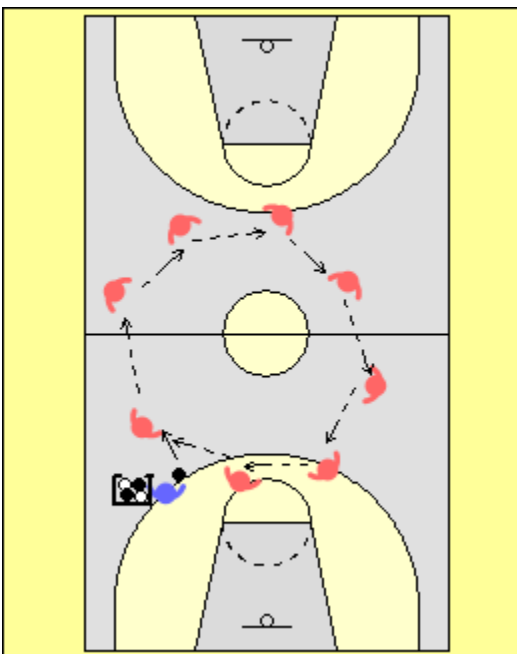
Know the Court

Everyone has a ball except "it" who is in the middle of the floor. The player's randomly dribble until a signal is made to stop. It is suggested that this is a visual signal ("it" raises a hand), not an auditory signal (whistle). The players must immediately stop.

It calls out an area of the floor; **"Inside the key"**. Anyone who was in that area must do some activity (five jumping jacks or score a basket).

Play continues when "it" gives the visual signal to dribble. Switch 'it' after a period of time.

This teaches the players to know the various areas of the floor. You can drill down more detail with older players. "The right side of the floor below the foul line inside the three point line". Make the players switch from one end of the floor to the other each time. This adds conditioning.

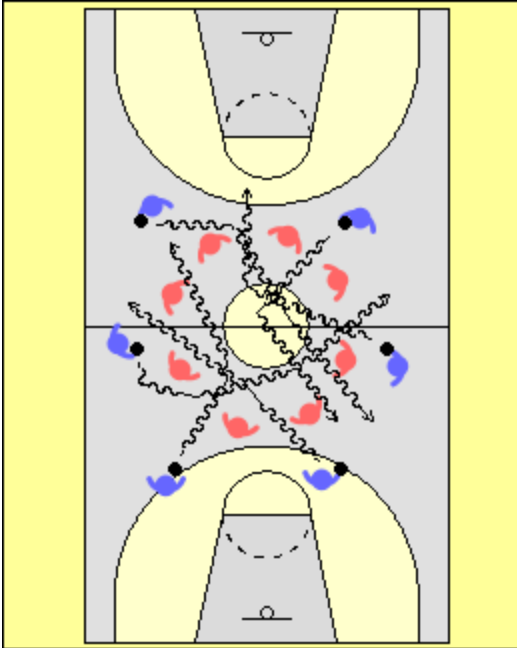


Pass the buck

The players arrange themselves in a circle. The coach starts by passing a ball to one player. This ball is passed around the circle. The coach keeps adding more and more balls. Go until someone has two balls, a fumble or bad pass is made. The object is to co-operate to see how many balls the team can get going.

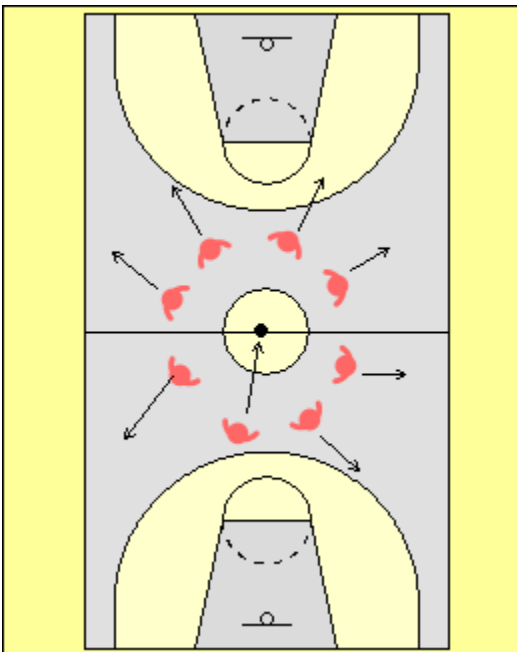
Load the drill

- Call reverse and the balls must be passed in the opposite direction.
- Use different types of passes
- Increase the distance.



Mouse trap

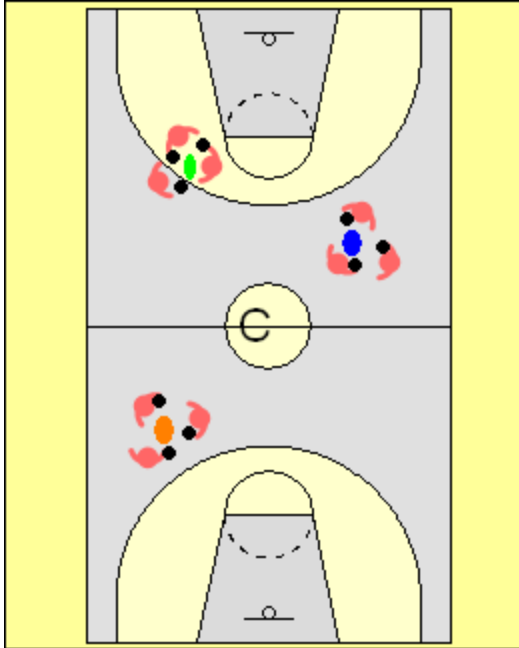
Divide the team into two separate groups. One forms a circle that on command can join hands. This group is the mouse trap. The other players, the mice, each have a ball and are dribbling outside the circle. The coach tells the players the mouse trap is now open. The players freely dribble in and out of the circle. When they enter the circle they cannot exit through an adjacent spot. When the coach give the visual signal for the mousetrap to close the players in the circle join hands trapping any dribblers inside. Keep score of how many were trapped.



SCAT

The player's line up around the circle. A ball is placed in the middle of the circle. Each player is given a number. The coach calls out a number (or rolls a dice). That player must run into the circle and pick up the ball calling "SCAT". The other players start to run away in a straight line, when the number is called, and stop running when they hear "SCAT". The player with the ball now makes a bounce pass trying to hit one of the players below the waist. If hit that player gets the letter S. Play until someone spells SCAT.

This works on quick acceleration, alertness and accurate passing.

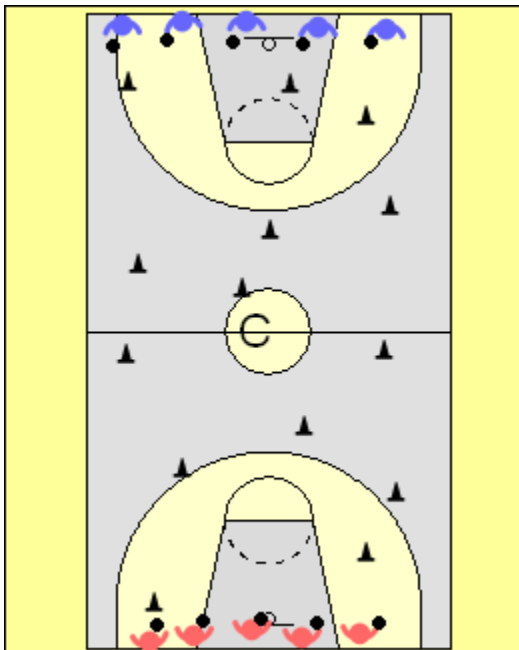


Toss up

Divide the team into small groups. Everyone has a ball and one balloon per group. The team must keep the balloon afloat as they dribble. Time 30 seconds. See which team can keep the balloon from hitting the floor the fewest number of times.

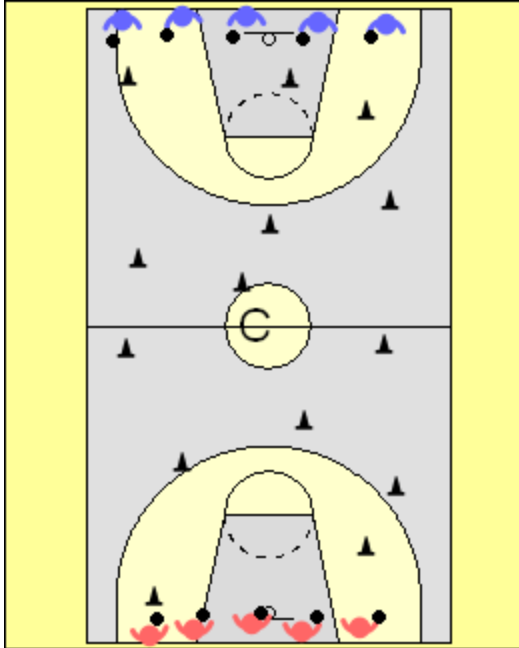
Load the game

- Add Maravich drills i.e. around the neck, waist, and knees while keeping the balloon aloft.
- Alternate who touches the balloon. touches
- If you put a small marble (weight) in the balloon it will fall faster and increase the difficulty.



Memory

Numbered pylons are placed randomly around the gym. Underneath each pylon is a distinctive object or a playing card. Each team is given a time limit in which to dribble around looking underneath each pylon. They must remember where each object is located. The teams line-up on their respective baselines. (If you have more teams each needs a home base). Call out an object or card. One player from each team dribbles to the pylon and stands beside the one in which they think the object is located. The team gets a point if the object is under the chosen pylon.

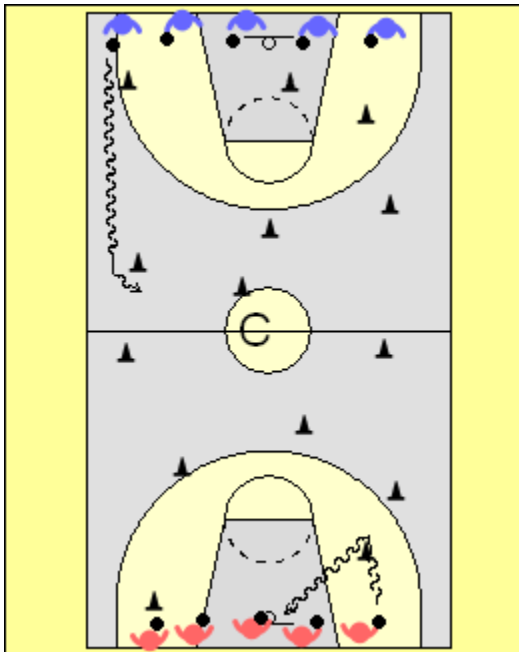


Break the code

Randomly place a number of multi-coloured objects (pylons) around the gym floor. The teams line up at their respective homes. On a signal the players dribble and collect as many pylons as possible. Play stops when all of the pylons are retrieved and returned to the home base. The coach now inspects the pylons and declares the score.

Each color is worth a different value, i.e. blue 1 pt, red 2 pts, green 3pts etc. The object is for the players to break the code and figure out how much each pylon is worth. You will need to play the game a number of times for this to work.

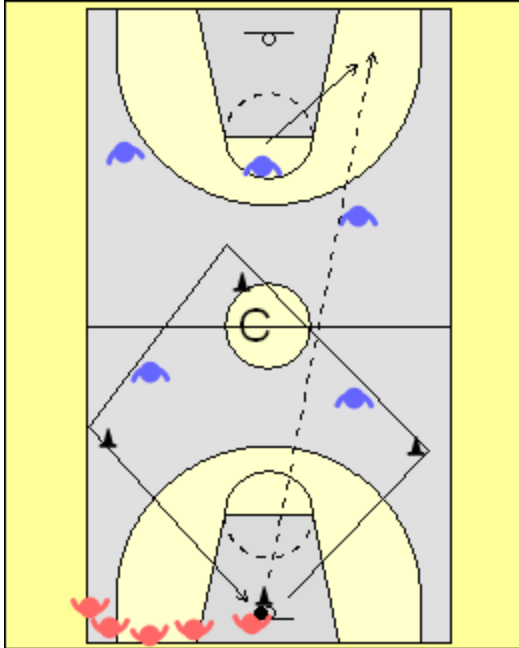
Load the drill by having the players' accomplish a task before retrieving a pylon. i.e. score a left hand lay up.



Memory chain

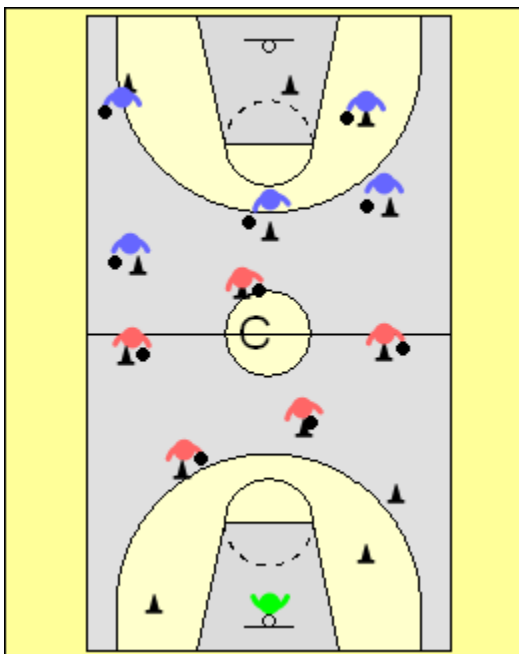
The group spreads out along the respective baselines. Each player has a ball. The first player must dribble to a pylon and perform some action. (Around the neck, around the waist etc.) and then dribble and score a basket. The second person must go to the first pylon and repeat what the first player did and then go to a second pylon and perform a new task. Each successive player must remember what the players in front performed.

It helps young players pay attention to detail. Also it reminds them when standing on the sideline they still need to pay attention.



Baseball basketball

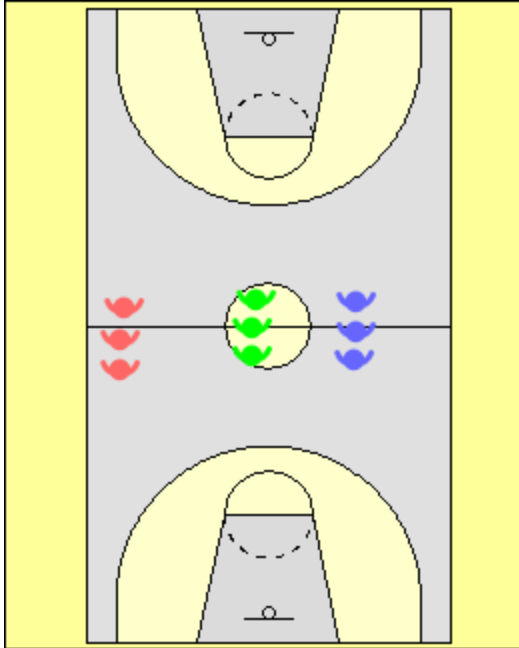
Divide the group into two teams. Team one line up to bat and the other team spreads out in the field. Four pylons designate the bases. The pitcher chest passes the ball to the batter when the team in the field is ready. The batter at the plate throws the ball to an open area and starts to run around the bases. The players in the field must grab the ball and pass it to each player once. The last player must then score a basket. The batter sees how many bases he/she can get before the other team makes all of the passes and basket. Each player bats once and then switch roles.



Police Officer

The players, with a ball, are spread out around the gym standing at randomly placed pylons. One player is selected as the police officer and stands under a basket at one end of the floor. The police officer scans the players and determines where each player is located. The police officer now turns his/her back. This is a visual signal the players to dribble and randomly change places. The police officer must now turn and scan the group putting the players back in their original positions.

This again helps with the ability to scan and pay attention to detail. Also a leadership voice can be developed. The player must learn to be decisive.



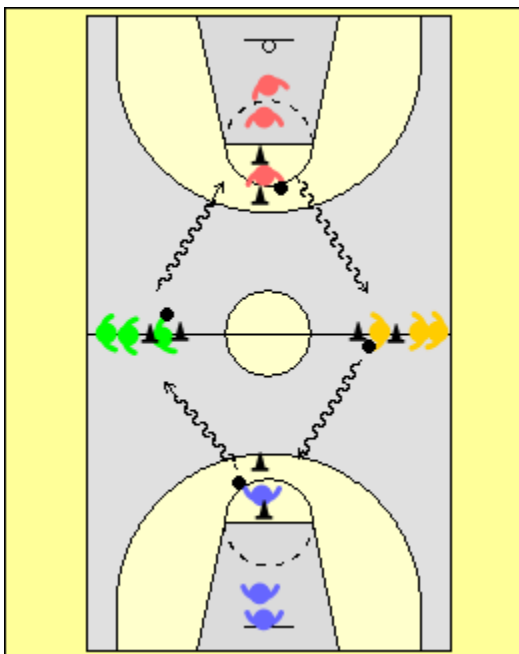
Grab-bag-relay

Ahead of time prepare slips of paper with action on each paper.

- right hand lay up
- 3 point shot
- cross over dribble to left hand lay up.

You need duplicate sheets equal to the number of teams involved. Place the slips of paper in separate containers for each team.

On the signal to start the first player grabs a slip of paper and performs the activity. When completed the second players goes. Go until everyone has done one activity.

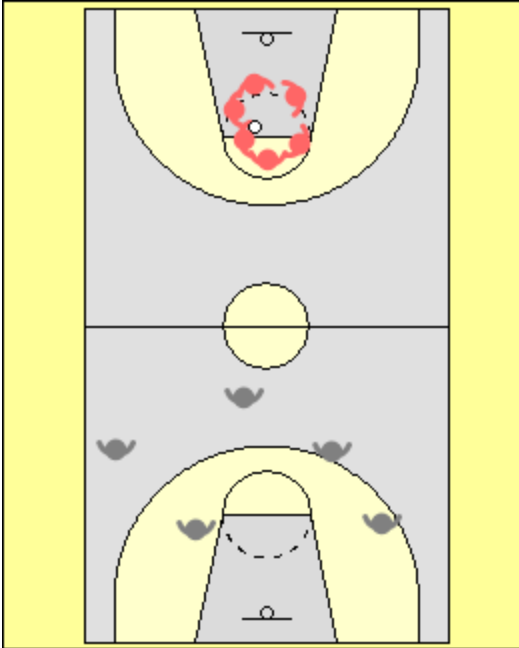


Roundabout

Divide the group into four teams. Each team has one ball and lines up as shown in the diagram. It is important that the pylons are an equal distance apart. On the signal to go the first player on each team must dribble once around the diamond. The object is to catch and tag a player in front of you. If the player is tagged he/she goes to the end of line of the person who tagged him/her. Once the dribbler completes one lap the ball is handed to the second person who tries to catch the person in front.

Load the game

Call "reverse" - the players must reverse direction.



Touchdown

One team huddles up in the key at one end of the basketball court. The team decides which player will hold a small object in his/her hands (coin, ping pong ball). The defence is on the other side of the centre line. The team that huddles calls “break” and everyone tries to run to the far baseline without being tagged. When tagged the player opens his/her hands to reveal if he/she has the object or not. If the player with the object gets to the far baseline without being tagged a touchdown is scored.

This is a great tag game because it introduces the idea of faking and also the players have to develop strategy.