Newcombe Ball

Applications: Volleyball, badminton, tennis

Problem-solving: How to work as a team to cover space to prevent the ball landing in your court.

This court game uses a net and involves throwing, catching and teamwork to cover space to prevent the ball from hitting the ground. Use any number of players - smaller teams are better for maximum participation. Begin with a throw over the net that a player on the opposite team can catch. Play continues until the ball hits the ground or hits the net and does not go over.

Variations
- One side serves until they lose a point.
- Scoring: Points won only on serve, or on every rally.
- Ball has to go over the net on the third throw after a catch.
- Bonus points to emphasise an aspect of play.
- Ball to be caught above the head.
- Players can not move their feet once they have caught the ball.

Example Key Questions
- How can you prevent the ball from hitting the ground inside your half of the court?
- From where on the court is it most difficult to return the ball over the net?
- From where on the court is it easiest to get the ball over the net?
- What type of throw is most difficult to catch?
- Where is the best place to aim the throw over the court?
- Do players at the front or back of the court win the most points?
- How can you predict where the ball is going to go?

Four Square Paddle Ball

Applications: Tennis, badminton, table tennis

Problem-solving: Keep the ball from going out of bounds and bouncing twice in one square.

This cooperative hitting game can be played with paddle bats, racquets or by using hands. Set up 4 squares with one player in each square. One player begins with a cooperative 'serve' to another player. Players then combine to keep the ball 'alive' for as long as possible by hitting the ball to each other. The ball can only bounce once in a square before being hit and is not allowed to bounce outside the playing area (the 4 squares).

Variations
- Size and weight of ball.
- Type of bat/racquet.
- Size of squares.
- Change to Ball In The Air - the ball is not allowed to touch the ground.

Place a target, eg. hoop, in the centre of the 4 squares. A player serves the ball into the circle. Each player attempts to hit the ball back through the circle before it bounces twice in their square.

Substitute a hoop for a net. Use a bounce serve to begin the game. Rallies continue until a ball is miss-hit, does not go over the net, or bounces twice on one side before being hit.

Example Key Questions
- How do you give yourself room to hit the ball?
- How do you hit the ball to make it easy for your team mates?
- Is it better to let the ball bounce first or hit it before it bounces?
- How does your movement change if you let the ball bounce compared to hitting the ball before it bounces?