

Alternativ games project : Kin ball

Exercise 1 : Tag ballon ou
Tag your friends

Exercise 2 : kin relais ou
Ball relay

Kin ball : the game

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graph TD; A((Kin ball : the game)) --> B[Exercise 1 : Tag ballon ou Tag your friends]; A --> C[Exercise 2 : kin relais ou Ball relay]; A --> D[Exercise 4 : ballon frappé ou hit ball]; A --> E[Exercise 3 : kin béret ou Ball beret];
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Exercise 4 : ballon frappé ou
hit ball

Exercise 3 : kin béret ou
Ball beret

1 . Tag your friends

Goal :

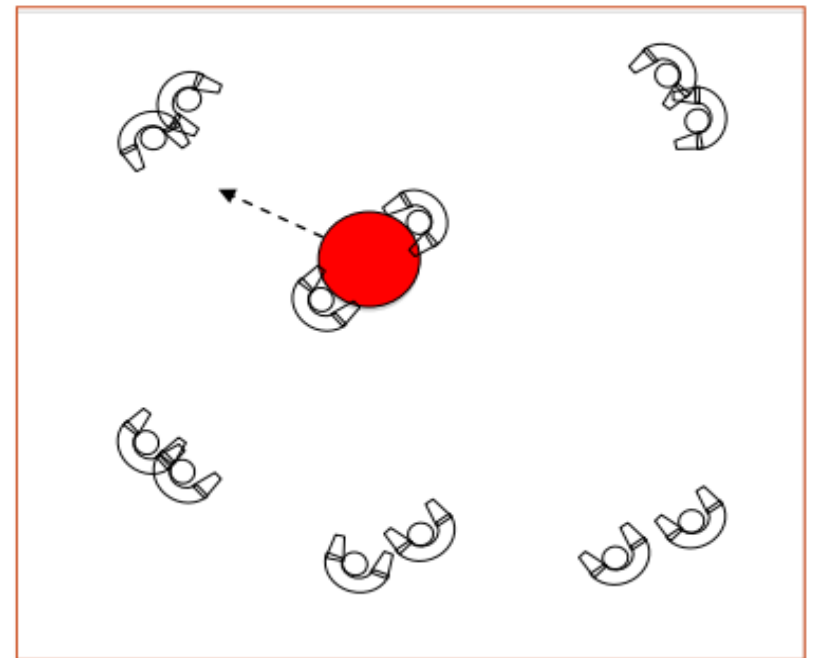
The two children forming the "Tag" push the ball to the ground to "Tag" the others who have to escape
, 2 by 2 by
holding hands.
If they are touched or if they separate, they become the "tag"

Materials :

plots ,
bibs,
Kin ball

Organisation :

The pupils are in pairs
and
hold hands.
One of these couples
is "the Tag"



Run, push and tag



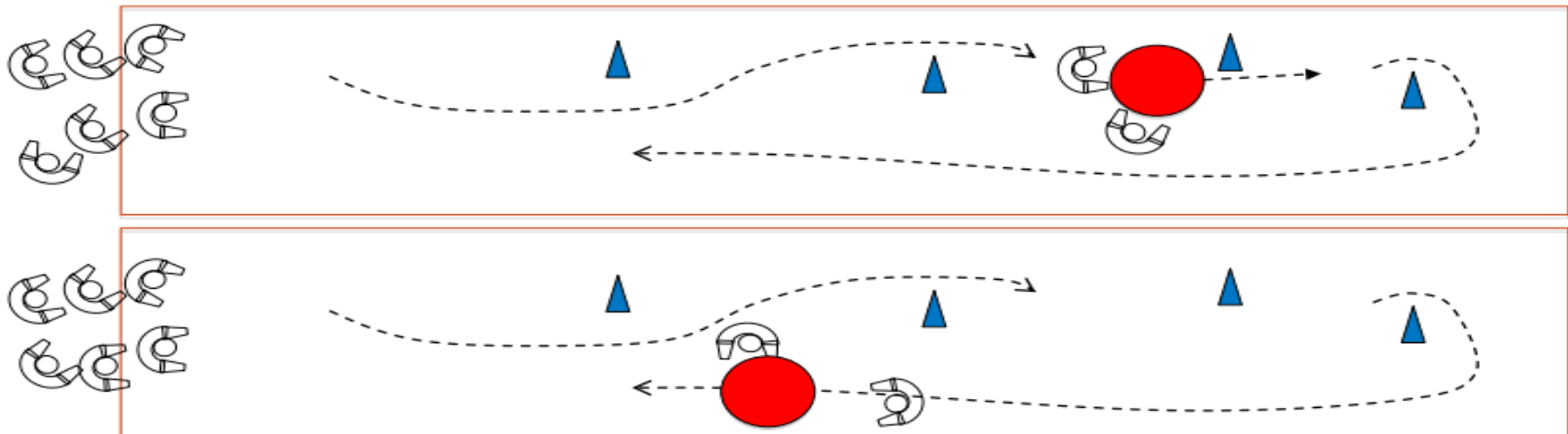
2. Kin relay

Goal : Organize to roll the kin ball 2 and 3

Material : blocks, 2 kin ball

Organisation :

In pairs ou at 3, the pupils roll the ball on the ground, slaloming between the blocks to the end of the field.



Slalom beetwen your friends



3. Ball Beret

Goal :

The leader(1 , 2 or 3 pupils) in the center call(s) the number and throws the ball as high as possible vertically.

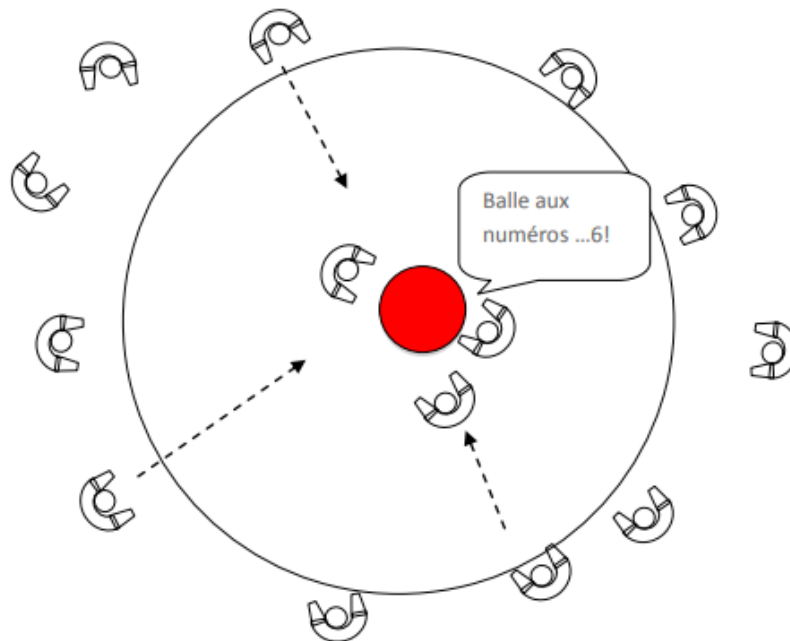
The numbers called must catch and block the ball in the air ...

The ball can be thrown or kicked.

We can accept a rebound before catching the ball

Material :

Blocks
Kin ball
Color bibs



Organisation :

The players are divided into 3 teams placed around the circle.

Each player wears a number.

4 . Hit ball

Goal :

In groups, carry the ball inside their court, "freeze" it and then kick it upwards into the opposing court. The opponents must catch and block the ball (in the air) as soon as possible.

Material :

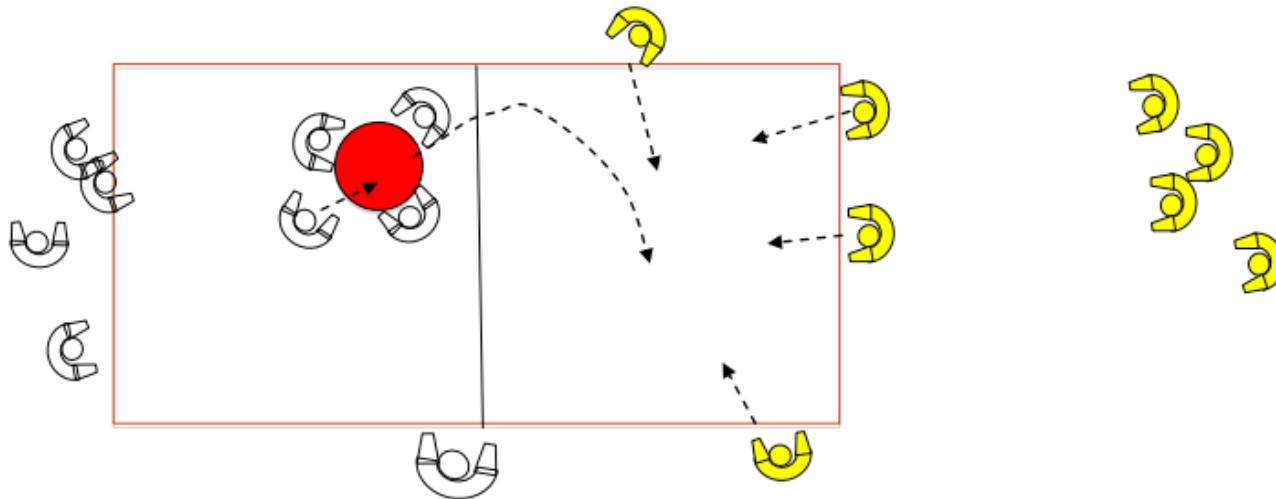
blocks, kin ball,
colored bibes, whistle

Organisation :

The players are divided into 2 teams placed outside the field.
Within each team we define groups of 4

Score :

After 1 rebound > 1 point for the striking team,
2 rebounds > 2 points ..
. 0 rebounds / 0 points and 3 points for the team



Hit the kin ball



Kin ball : The game

Goal : 3 teams on the same field.

A game is broken down into 7 periods of 7 minutes maximum.

The first team to win 3 periods wins the match.

The game starts in the **center** of the room under **the whistle** of the referee.

One of the teams **throws the ball and must nominate a team by shouting "Omnikin"** and then **the color** of the nominated team. « Omnikin blue » for example.

The throw must be made within **5 seconds** after all **4 players** have made contact with the ball.
Only one player **pushes** or **hits** the ball.

The nominated team must catch the ball **to prevent it from hitting the ground**. If it is not successful, **1 point is awarded to the other two**.

If she gets the ball, it's up to her to **throw the ball back** and in turn designate which team is to catch it.

The match between 2 teams

