Name/Title: Basketball Shipwrecked (Dribbling with Hands)

Purpose of Event: To practice dribbling in different directions, speeds, and levels while maintaining control and not double dribbling. In addition, students will practice ball handling skills and passing.

Prerequisites: Students should know how to hand dribble and do the following ball handlings skills: Around the World, Clams, 8 O'clock, Waterfall. Partner chest pass & bounce pass using two balls for 4-5. The regular game of Shipwrecked could be taught prior but it is not necessary. All directions to skills are on the pdf.

Suggested Grade Level: 3-5

Materials Needed: Basketball court and one basketball (or any ball to dribble) per student.

Description of Idea

Basketball Shipwrecked is a Call & Response game. The teacher gives a call and the class does the corresponding action. See PDF for all the calls for both the original and modified Basketball Shipwrecked.

Teacher should teach a few direction calls first such as starboard, port, overboard and shipwrecked. Once students have a grasp of these calls add in the ball handling calls students already know, Around the World, Clams, 8 O'clock, Waterfall. Then add more calls at teacher's discretion. Keep in mind the skill level of your students..

Variations:

Give calls slowly.
Let student dribble with 2 hands.
Give the student a larger ball such as a small exercise ball.
Assign a shipmate to help the student.

Assessment Ideas:

Observation:

Can the student change direction, speed and level and maintain control?
Can the student change direction, speed and level, maintain control and not double dribble?

Submitted by **Sandy Hagenbach** who teaches at Heritage Elementary in De Pere, WI. Thanks for contributing to PE Central! **Posted on PEC: 7/21/2021**.

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