

BASEBALL CAMP (AGES 6-11) ACTIVITY REFENCE GUIDE



Pirate Ships Fortress Edition

Purpose: Hitting or Throwing (Depending on Edition)

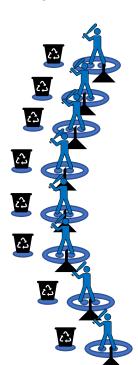
<u>Equipment:</u> Buckets, Cones, Colored Disks, 1 Baseball Tee/Kid, Large Bucket/Kid, 8 Baseballs/Station (one of each color), Hula Hoop/kid, Colored Spot/kid, 1 Baseball Bat/station

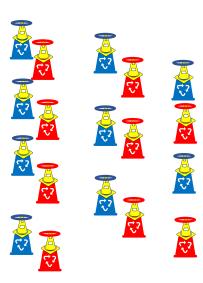
Set Up:

- Set-up 2 Color Pirate Ships in the Ocean. A Pirate Ship is an upside down bucket, with a cone on top, and a colored disk. The colored disk indicates the team color.
- Set-up Baseball Tee's in a slight semi-circle facing the pirate ships.
- Put a Hula Hoop next to each Tee for the kids to stand on. The side of the Tee will depend on whether the child is Righty or Lefty.
- Put a matching colored spot behind each Tee for the kids to put their bucket full of Whiffle Balls on their spot.
- Put 2 rows of tape in the middle of each hula hoop to show where the kids feet go.

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Execution:

- 1. Have each child stand in their Hula Hoop.
- 2. Review the correct way to hold and swing a baseball bat
- 3. Give each kid their Baseball Bat and have them show you your ready position.
- 4. "THERE IS A PIRATE BATTLE GOING ON AT SEA".
- 5. Split the players into two teams and assign half to the BLUE pirate and half to the RED Pirates
- 6. Let the players know that they are up at the fortress firing down at the pirate ships. They want to sink the other teams Pirate Ships without sinking their own
 - a. The blue pirates are trying to sink the red pirate ships
 - b. The red pirates are trying to sink the blue pirate ships.
- 7. Have one team line-up at their CANNON (Baseball tee), and the other team wait behind on the standing spot.



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- 8. Make sure the kids understand they must stay in their Hula Hoops and on their standing spots. at all times. Tell them you will collect all of the Baseball's at the end
- 9. Coach tells all the kids to "GRAB YOUR RED BALL AND PUT IT ON THE TEE".
- 10. Once all kids have balanced their ball on the tee and are in the correct batting stance, coach blows his/her whistle and all of the kids hit the ball at the pirate ships.
- 11. Coach tells the kids to "GRAB YOUR WHITE BALL AND PUT IT ON THE TEE".
- 12. Coaches walk around to work on hitting technique.
- 13. Once the players have hit 2-Baseballs, have them drop their bat in the Hula Hoop and switch with the person behind them.
- 14. Once you have gone through all 8-Baseballs, coach tells kids to put their baseball bat down inside there Hula Hoop.
- 15. Coaches count up how many Pirate Ships are left on each team.
- 16. Coach calls "easter egg hunt" and the kids grab their buckets and fill their bucket with 8 Baseballs, then put their bucket back down on their spot
- 17. Review Hitting Technique and play another round. Continue until there is only 1 Pirate Fleet remaining, or as time permits. You can play a second round if the game goes fast.
- 18. Reinforce technique, Storyline Flow, and Encouragement/Praise throughout.
- 19. Recap Hitting and when/why it is used in Baseball.

Variation:

- Hitting Edition As shown above
- Throwing Edition Same set-up but instead of hitting the ball, they throw the ball from their Hula Hoop

Comments:

• The idea is to start with Hitting and then transition to throwing once there are only a couple of pirate ships left and the hitting becomes more difficult. That being said, if the kids are able to knock-down all of the buckets while hitting, great! Play a full game of hitting. This is primarily a Hitting Activity, with throwing as a back-up when time starts to expire and there are still Pirate Ships Left.