



- > Mark out four corners with different colour bases for each team and put lots of hockey balls in the centre of the pitch.
- > The players are pirates, their coned area is their boat and the balls are the treasure!
- > When the game starts the first player in each team runs to the middle of the playing area, collects a ball and carries it back to their base. They then tag in their next player who runs and collects the next ball.
- > The game continues for 30 seconds to a minute, after the game ends ask teams to count up the number of balls they have managed to collect.
- > Play for a set period of time and the team with the most points wins.
- > You could allocate one player whose role is to run to other team's bases/boats, steal one ball at a time and return it to their own base/boat.

**PITCH:** 15m x 15m

**PLAYERS:** Minimum 8

**EQUIPMENT:** Sticks | Balls | Bibs | Cones | Throw down lines



# TREASURE HUNT



## IS IT WORKING?

NO

### CHANGE IT

- > Use a Quicksticks ball which is bigger, lighter and easier for beginners to control.
- > Players are unable to protect or hide their own balls during the progression of this exercise.
- > Give players lots of success initially by reducing down the distance between the boats and the treasure.
- > Players may look for loop holes to gain the most balls, likely passing balls directly from the middle of the pitch back to their base; to stop this state that players have to carry the ball back to their base.

YES

### CHANGE IT

- > If you are using a variety of different coloured balls allocate a certain colour which is worth more points to make the game more competitive.
- > Increase the distance between the bases / boats and the treasure to increase the time it takes for players to move.
- > Add a few pirates or defenders into the game who look to steal balls from boats and tackle players and return them to the middle of the pitch.

## THINGS TO THINK ABOUT

- Q How you can bring the theme of the game to life when you are first explaining the game, this will only add to young players enjoyment.
- Q In a game where the aim is to collect lots of treasure, how you carry the ball to go faster?
- Q What tactics did your team put into action to get the most treasure?
- > There are a number of potential loop holes with this game, think about whether you want to reduce these by adding rules or whether you give players a chance to explore, make decisions and potentially exploit loop holes.
- > Don't forget to **CHANGE IT**



ENGLAND  
HOCKEY

GAME IS THE TEACHER, PITCH IS THE CLASSROOM, COACH IS THE FACILITATOR