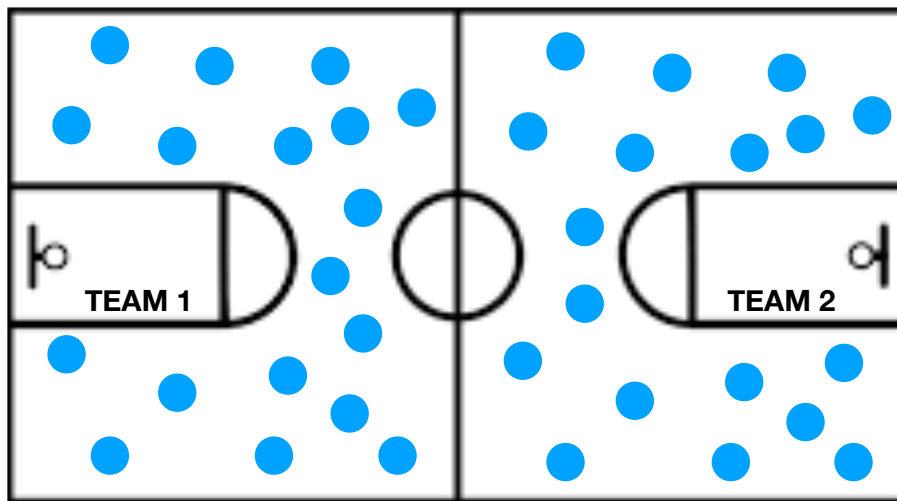


CONEHEADS

BACKGROUND: A skill my students have constantly struggled with during our basketball units is dribbling with their head up. Dribbling without looking at the ball shows mastery of the skill because they are in control of the ball. Also when they dribble with their head up, they have full court vision and can easily see open space or other players to pass to. Players who can dribble with their head up can also see where they are going, and avoid defenders.

EQUIPMENT: This activity requires basketballs for every player as well as one or more sets of dome cones. Usually between 5-7 per player. You will also need access to a basketball court with one hoop per team.

SET UP: Scatter your dome cones randomly around your play space. Keeping both basketball key spaces empty. It should look something like this:



GAMEPLAY:

BUILD ONE: The game starts with a quick story. Both teams are on a dying planet. Planet X. Their planet is at risk and will soon explode. Only one element can save their planet, CONE-IUM. If players can obtain enough Cone-ium they can stop the destruction of their planet. Cone-ium is highly radioactive can only be found in outer space. Players must fly (dribble) their space shuttle (basketball) into space (the court), obtain the Cone-ium, place it into the containment unit on their ship (head), and deliver it safely back to their planet. If a player crash lands (stops dribbling or loses their dribble) while trying to obtain the Cone-ium they must return back to their planet and try again.

BUILD TWO: In this build, gameplay is the same, however if a player crash lands they must make a basket in order to repair their ship and return to the game. For this build you will need a basket for each team.

BUILD THREE: For Build Three, players from both teams may defend or stop opponents dribble tag style. Players can only defend on their half of the court. If a player crash lands, or is "shot down" by a defender they must also make a basket just as in Build Two.

BUILD FOUR This build is identical to Build Three, but this time players may steal Cone-ium from the opponents base as well as from outer space.