

## DuraBeep Ball™ Adapted Activity Guide

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### Introduction

**DuraBeep Ball** is good not only for players with visual disadvantages, but it's also good for players who need that additional auditory cueing. Wow, what a difference for some players! This guide is designed to help your students get the most from **DuraBeep Ball** in an adapted setting.

### Games

#### **Pactag**

The purpose of this game is to practice problem solving.

**Equipment** – connecting lines on playing floor (tape or VELCRO®), 2 **DuraBeep Balls**, 2 small red balls.

The person with the **DuraBeep Ball** is IT. Use court lines and add tape lines that cross court lines in random patterns. Players must travel at a walk on the lines and may not jump from line to line or pass another player. Two players are chosen to be the “Pacman” and given a yellow beeper ball. All players move on lines at a walking pace. When Pacmen tag players, and they must sit in open area between the lines. They are “out of the game.”

The 2 red balls are handled by the Eraser men (2 players) who move on lines, avoiding the Pacmen and touching those who have been tagged so they can get back into the game. Pacmen can tag Eraser men. Once both Eraser men are tagged, it will become apparent that Pacmen will win.

**Note:** \*\* Present the situation as a problem to be solved. Discuss why and how it would be in best interests of players to protect the Eraser man.

\*\* The teacher is also an Eraserman and may use their “powers” to send students back into the game.

#### **To/From**

The purpose of this game is to give words action meanings.

**Equipment** – a **DuraBeep Ball** for every 2 players.

Have players partner up and get one ball. Bounce/roll ball toward partner, calling out (prior to/simultaneously) “to” (catch or hot) or “from” (dodge or cold). A player must appropriately move to and catch the ball or move away and dodge the ball. After 5 turns, change positions and repeat activity for partner.

**Note:** \*\* Decide before the ball is rolled what the cue word is and tell partner.

\*\* Use **DuraBeep Ball** or a large ball.

\*\* Use PVC cut lengthwise (4 to 5') for student to roll ball down.

#### **Over And Under (Right Side/Left Side)**

The purpose of this game is to improve teamwork and eye-hand coordination.

Break the class into teams of 4 to 8. Each team lines up (front to back) and the lead student takes **DuraBeep Ball** and passes it over to next student who passes it under, etc. The ball eventually makes it to the end of the line. After alternating over and under for the length of the line the last person gets the ball and runs to the front of the team and begins again. Passing of ball can be done right/left alternating through the team.

**Variation** – blindfold team members, pass only overhead or underneath or roll ball between legs.



### High Risk Ball

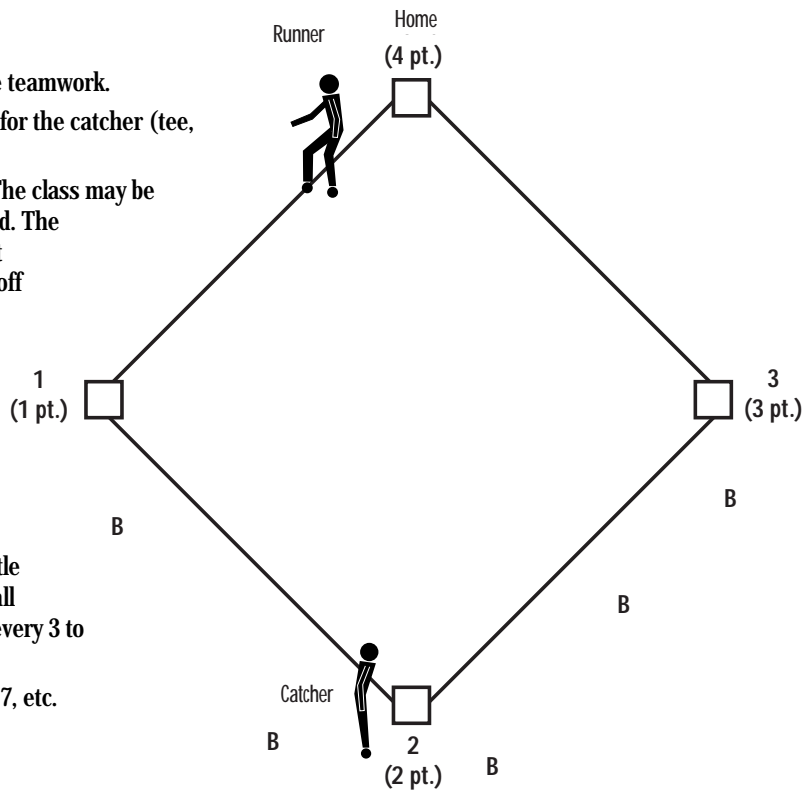
The purpose of this game is to improve defensive teamwork.

**Equipment - DuraBeep Ball™**, 4 bases, 1 pinnie for the catcher (tee, bat).

There are no strikes, outs or basemen at bases. The class may be broken into teams of 5 to 10, 2 teams per diamond. The diamond size (placement of bases) should reflect students' skill level. Each player is allowed to hit off tee/kick/throw the ball. After the ball is hit/kicked/thrown, the batter runs the bases. First base is worth 1 point, second base scores 2 points, third base scores 3 points and home base is worth 4 points.

The fielding team gets the ball and relays (1-2-3 catch/throws) it to catcher, who's standing near second base. Once the catcher gets the ball, the runner must stop. Using a whistle to signal the runner when the catcher gets the ball helps game run more smoothly. Rotate catchers every 3 to 5 batters.

Note: \*\* Increase number of catches from 3 to 5, 7, etc. for students who have less mobility.



### Mario Brothers

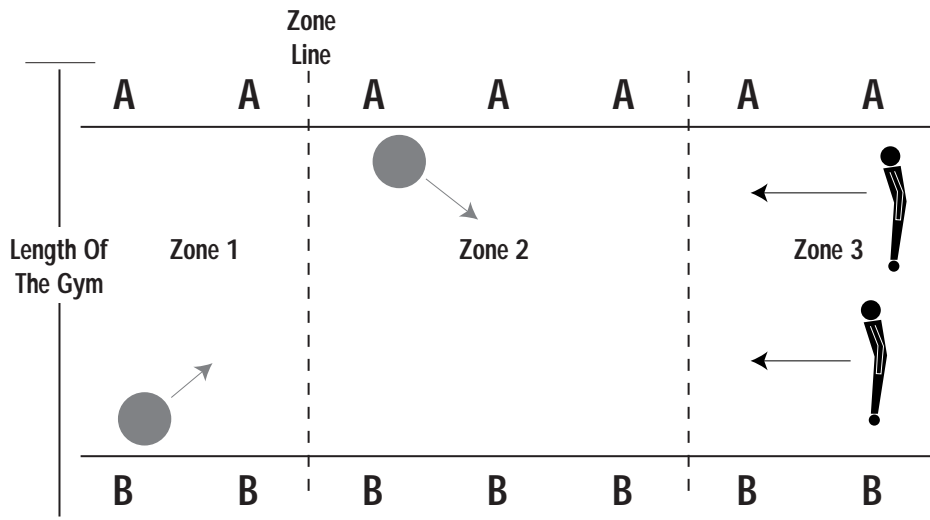
The purpose of this game is to achieve accuracy in hitting a moving object and practice dodging skills.

Divide the class into 2 teams and have them line up the length of the gym facing each other. Players try to score points for their team by having the ball make contact with the students designated as the "Mario Brothers" (Mario and Luigi). Each member of one team is given a ball (utility and **DuraBeep Balls**). To start play, one team starts rolling their ball (s) to the partner on the opposing team, who in turn rolls the ball back. The balls continue to be rolled between partners for duration of game, with no player holding ball for more than 3 seconds before rolling.

Mario and Luigi start at one end of the playing area and begin to proceed through the rolling balls. They can only walk forward, pause or jump over the balls. They also have the option of staying in any zone for 5 seconds before advancing to the next zone. No team player may hit Mario or Luigi once they have left the player's zone. However, they may continue to roll to practice for the next round.

Note: \*\* Little bounces, high bounces, low toss with 1 to 2 bounces (these changes increase the difficulty).

\*\* Reduce the number of balls for players with decreased mobility.



### ***Scooter Basketball***

The purpose of this game is to promote teamwork and basketball skills.

**Equipment** - 4 to 10 scooters, spots, 2 trashcans and a **DuraBeep Ball™**.

Divide players into 2 teams of 10 to 12 and seat them on sidelines (on spots) facing each other. Number players off so there are players with corresponding numbers on each team. Have scooters placed face down on endlines. Have players whose numbers are called get on scooters. The teacher begins play by bouncing the ball on floor. Play can be 2:2, to 5:5 with sideline players assisting as necessary.

**Rules** - Dribbling can be required or not, depending on skill of players 2 "scoots" is traveling if players must dribble. No reaching over player's back for the ball "X" number of passes must be completed prior to shooting a basket for it to count (usually 3). Sideline players may be used for passes and getting ball down court. Only players on scooters may shoot for baskets. No goal tending. Put down the circle 5' away from trashcan/goals.

**Note:** \*\* Players in wheelchairs may forego the scooter.

\*\* Use goal and backboard on a volleyball standard at 5' to 6' for more skilled players.

