

Time 30 to 45 mins

Space Large open area, at least 10 feet by 10 feet.

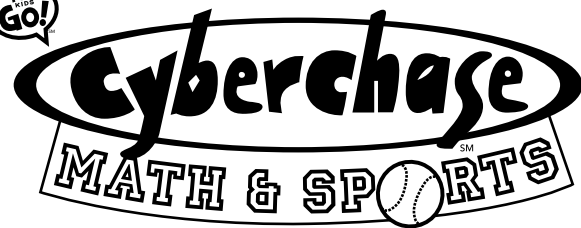
Episode

In *Jimaya Jam*, Jackie and her team discover the benefits of diagramming their plays so they can defeat a team of ghosts and escape the depths of the pyramid in time to stop Hacker from taking over cyberspace.



Materials

- foil balls (*about 2-3 inches in diameter*), up to 3 per group
- "Jimaya Toss" handout (*included at end of this activity*)



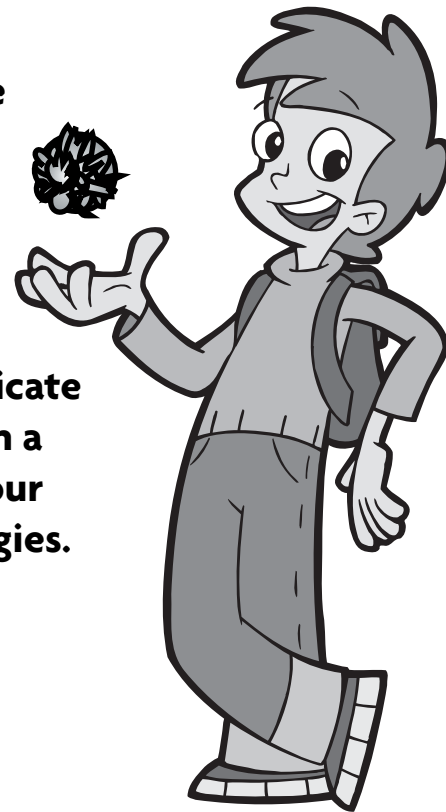
Jimaya Toss

Goal

To help kids see that sometimes the best way to communicate a sports play is to draw a picture, rather than just give verbal instructions.

Big Idea

Use diagrams and tools to communicate how players and ball should move in a sports play, and you can improve your game and plan winning team strategies.



Getting Ready

Make Connections to...

Sports

Coaches often use diagrams to communicate plays, so that each player clearly understands what to do during a game. Knowing the play ahead of time can improve a team's chances of scoring and winning in any kind of match-up.

Setup

Make the foil balls. Any kind of foil will do -- use about 3 feet of foil to make each ball.

Other preparations before starting:

- Review all materials ahead of time.
- Preview the episode and segment.
- Make copies of "Jimaya Toss" handout, one per player.
- If using the episode or segment with kids, set up DVD player and monitor (*episode provided on DVD*).



Jimaya Toss

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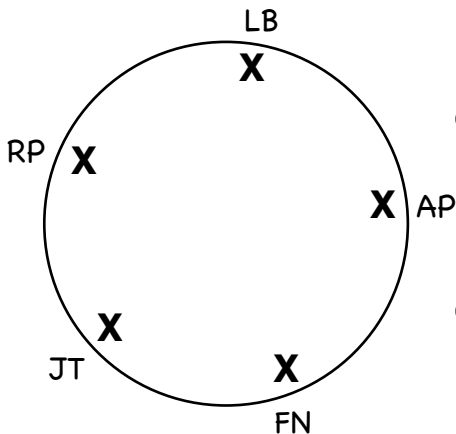
Working with Kids

This activity demonstrates to kids that a picture really can be worth a thousand words. Sometimes it can be easier for a player to grasp an idea by looking at a diagram than by hearing a verbal explanation. Many kids may not realize that much of a team's success in a game situation comes from planning out strategies before the game is played.

- 1 Share an example with kids in which you used a diagram to communicate something to someone else. Explain why you chose to diagram instead of verbally telling the person. (For example, you wanted to give a friend directions to your house and there was a place where the roads intersected in a confusing way. So you drew lines on a piece of paper to represent the roads and showed how they came together. Then you used an arrow to show which road you wanted your friend to take.) Invite kids to share any examples they can think of where diagrams work better than words. (Assembling household items or toys that come disassembled; some road signs that use arrows instead of words to indicate which way to go; even a diagram of your family tree, which can quickly show who is related to whom.)

Optional: Use the episode or segment to further explore this idea.

- 2 Explain to kids that in this activity, they are going to use diagrams to show teammates in what order they should pass a ball. The trick is to remember the order in which the ball should be tossed! And the object of the game is to see how many balls the team can have going at once.
- 3 Demonstrate how to draw a diagram. Explain that the coach of each group will put Xs around the inside of the circle to show where players stand, and write a kid's initial next to each X. Then the coach will draw numbered arrows to indicate the order in which one player will pass to the next.



Jimaya Toss

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- 4 Provide each child with a “Jimaya Toss” handout. Kids can decide among themselves which player will be the coach first. Explain that each child will have a chance to be the coach and make a diagram to show a new order to toss the ball.
- 5 As coaches begin to diagram the plays they want to try, invite them to share their thinking with their teammates, making sure their teammates can follow the diagram and understand their intent.
- 6 Explain how the game is played:
 - Each team will have 5 players (or more); players stand in a circle about an arm’s length apart; each team gets 3 balls.
 - The coach begins by tossing the ball underhand to the first player. As each player tosses the ball, they call out the name of the person who is supposed to catch it. When the ball returns to the coach, she continues on with the same throwing pattern.
 - Players keep tossing until they can pass without dropping the ball.
 - The next step is to add a second ball. The coach should wait until the first ball has left her receiver’s hand, and then toss a second one. Can the group keep 2 balls going? How about 3?
- 7 To close, share the information in **Make Connections to ...** and invite the kids’ comments. **Ask:**

Tip Younger players might find it helpful to sit down while tossing.

Is there something you learned today about the usefulness of drawing a picture that you didn’t know before?

How can diagrams be a useful tool in sports?

Did your diagram make it easier to remember the play than if you had just explained it with words? Why or why not?