

Lesson Template : MAT/Certification Elementary

Candidate Name: Alison Annis	Host Teacher Name: Alex Hahn	
School: Eagle River Elementary	Grade Level(s): 6	# of Students: 25
Date & Time of Lesson: 3/31/2016 10:05 a.m.	Length of Lesson: 45 minutes	
Topic of Lesson: Physical Games	Content Area(s): Physical Education	
Materials including technology: 18 Hula hoops, 6 jerseys of one color, 6 jerseys of another, fun P.E. music.		

Alaska Standards: **Standard B**

Apply movement concepts to the learning and performance of physical activities

- 1 Select and practice a skill in which improvement is needed.
- 2 Use offensive and defensive skills to obtain and maintain possession of an object.
- 3 Use a variety of spatial relationships with others in order to play or design a small-group game.
- 4 Devise cooperative strategies to keep opponents from reaching a specified area, person or object.
- 5 Use specific feedback to improve performance.
- 6 Demonstrate basic competence in game strategies and concepts.

Profile of Your Students (cultural, language, developmental and behavioral characteristics):

The class is made up of 15 boys and 10 girls. The class has 1 African-American student, 3 hispanic students, 3 Alaska Native students, one Asian student, 4 students who are a mix of black, white, Asian, Alaska Native, or Native American. The rest are caucasian or other. Three male students go to resource for math and six male students go to the resource room for reading. Two male students have support for behavior issues and are now on a formalized behavior modification plan. There are four students in the Ignite (gifted) program; two male, two female, and one of those girls skipped fifth grade.

STAGE ONE

STAGE TWO:

<u>Objective(s):</u> 1. Students will use game strategies. 2. Students will engage in physical activity.	<u>Student Assessment:</u> 1. Students will participate in tic-tac-toe game with their peers. 2. Students will break a sweat.
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STAGE THREE: Opportunities to Learn

Introduction/Hook: Today we are going to play “Tic Tac Toe Relay”

Procedure and products

- Students begin class in designated squads (4)
- Chose one student from each squad to be “Sharks”
- Release them to do a five to ten minute warm up game of “Sharks and Minnows”
- Blow whistle and bring everyone back
- 25 pushups
- One minute of Crunches
- Explain the rules of the game.
- We will run two tic-tac-toe games simultaneously.
- Nine hula hoops make up the tic-tac-toe board.
- Each squad will have a jersey of one color
- Each squad will line up at the far end of the gym with the tic-tac-toe board in the middle of the gym.
- The first three players will hold one jersey.
- When I blow the whistle, one squad member from each team will run as fast as they can and place their jersey in the hula hoop of their choice. (demonstrate)
- They run back to the end of the line behind their squad.
- The next player will run as fast as they can to the board and place their color on the board.
- Be strategic in your placement as you are trying to get three in a row or block the other team from getting three in a row just like paper TIC-TAC-TOE.
- Repeat until all jerseys are on the board.
- Players will race to the board and rearrange the jerseys (remember your team’s color) until you achieve TIC-TAC-TOE!

Squads switch and repeat with different group.

Differentiation/Accommodations/Modifications

Balance squads out to account for absences, etc. (i.e. if one squad has only 3 students move one student from a larger squad to the smaller one).

Closure: Gather up equipment and put away. Cool down (walk a few laps around the gym) and stretch 5 minutes.

(if needed)

Title – Squirrels and Hawks

By – James Bryan

Primary Subject – Health / Physical Education

Grade Level – 3 – 6

Subject(s): Physical Education/Games

Duration: 5-10 minute rounds of play

Description: This game puts a new twist on Capture the Flag. Two teams of Squirrels are competing for the same pile of nuts to store in their “holes.” The Hawks are trying to protect the nuts for a round of play.

Goals:

Students will learn to play Squirrels and Hawks.

Students will practice moving safely through general space.

Objectives:

Squirrels will practice fleeing and dodging skills.

Hawks will practice chasing and tagging skills.

Students will be able to referee themselves, based on the rules of the game.

Materials:

3 hula-hoops

9 or 11 beanbags

jerseys/pinneys for 2 teams

Procedure:

Set-up (in a gymnasium): Place one hula-hoop in the center of the court; place one hula hoop at each end of the court. Put all the beanbag “nuts” in the middle hoop; this is the Hawks’ Nest. The other two hoops are the Squirrels’ Holes. There are three teams in this game. Choose 4-5 students to be the Hawks (depending on class size). The rest of the class is evenly divided into two teams of Squirrels and assigned jersey colors.

Game Play:

The object of the game for the Squirrel teams is to gather the nuts in their Holes. The object for the Hawks is to keep the nuts in their Nest for the duration of a round (5-10 minutes). There are no safe areas. The Hawks protect their Nest by tagging the Squirrels. When a Squirrel is tagged, he remains frozen until a teammate tags him. If a Squirrel has a nut when he is tagged, the Hawk takes it back to the Nest. If all the nuts are taken from the Hawks’ Nest before the round is over, the team with the most nuts in their Hole wins and the game starts over.

Modification:

The Squirrel teams can take from each other’s Hole, and Squirrels can tag and freeze opponent Squirrels who have crossed the half court line.

Assessment:

Observe the students during rounds of play. Can they move safely around the court? Can they referee themselves? After the game, ask students what strategies they tried. Did they work? Are there any rules that they think should be added or discarded?

E-Mail [James Bryan](#) !

