**Teacher: Beth Berger Date: 3/27/2012 - 3/28/2012**

**Unit Topic:**  **Tag Games** **Lesson Topic: Rescue (Chasing and Fleeing)** **# of Students: 20** **Grade: 3 - 6**

**Objectives:**

1. Objectives -

A Students - During the Pac Man instant activity, the student will demonstrate the ability to successfully move in skill theme patterns such as the gallop, skip, and slide.

- demonstrate the ability to chase, flee, and dodge by scoring during the rescue game.

- demonstrate the ability to strategize with teammates as taggers during the rescue activity to maximize the number of tags made during their tagging turn.

- demonstrate good sportsmanship throughout activities by tagging nicely and stepping out when they are tagged.

B. Teacher - Challenge the students to use different strategies to reach the crate of bean bags.

2. Equipment - poly spots, crates of puffballs and/or bean bags (2), empty boxes (2), gopher balls for tagging (5).

3. Protocols - Stop, look, and listen when the whistle blows. peace signs means to be quite. At the beginning of class, all students go to a poly spot individually before beginning the activities.

4. Instant Activity - Pac Man Tag

5. Set Induction - Today, we are going to work on our dodging skills. We use these skills in many activities, so they are good to develop! Today we are going to play a lot of tag games, and you will need to bring your A GAME!

|  |  |  |  |
| --- | --- | --- | --- |
| LESSON CONTENT & PROGRESSIONS Introduction, skill(s), activity, review | **Teaching Cues –** The cues are short quotes of what you are saying to students to remind them of proper form. | MANAGERIAL STRATEGIES Organization of space, equipment, students (diagrams of practice formations, equipment set up, and game situations ), including method for assigning students to groups | EVALUATION OF OBJECTIVES  How you will monitor and record student progress. Each objective should be assesses or evaluated. |
| **Instant Activity: Pac Man Tag**  Students move on lines in gym until Mr. or Mrs. Pac Man tags them. If tagged, the student must sit down and then becomes a road block for the other students fleeing the Pac Man.  Start by walking fast, and then move into other means of locomotion (Galloping, Skipping, Sliding.)  **Activity 1: Link Tag**  Allow students to pick their own partners and place them around the gym.   * Partners linked standing still * If someone being chased links up with them, the person on the opposite end is no longer linked and is chased by the tagger. * If tagged, the runner becomes the tagger and the tagger becomes the runner.   Use numerous taggers and runners. Observe so the links are being made correctly.  **Activity 2: Rescue**  Before beginning this activity, sit the students down and discuss boundaries with them. Have the students demonstrate understanding by moving around in bounds, and then out of bounds. Use cones to show boundaries in the first days of the activity, and then if possible go without and just use the lines on the gym floor.   * Students attempt to make it from the start to the finish without getting tagged or going out of bounds to get a bean bag or puffball and return it to their box. * If a student steps out of bounds= back to the beginning and start over * If a student is tagged= back to the beginning and start over * If a student makes it past the finish line without being tagged, the student picks up a bean bag or puffball and take it up the sideline and to their box at the start line end of the gym * Taggers will be picked by the teacher and are able to tag anyone inbounds between the start and end line.   Breakdown:  Start with all students on the start line and use teacher as tagger. Have one student at a time come down as a demonstration of what to do in each situation.  Then move through progression:   1. 1 student 2. girls 3. boys 4. whole class 5. Teacher moves out and allows 4-6 taggers as the class is comfortable.   Keep taggers for 2 minutes, and then rotate new taggers in so that all students have an opportunity to play both roles.  Continue rotations until end of class. | *Rescue Cues:*  - Stay in bubble!  - Tag Nicely! | Students will be spread out on poly spots at the beginning to start the class.  Students will be placed in spots in partners around the gym. They will be instructed to locate themselves away from the walls, bleachers, and other links.  Allow students who would like to be taggers/ runners choose to be that (if numbers are few).  Bring all students in to sit in the middle of the gym for a review of the rules of Rescue. *Check for understanding.* | Observe the students as they complete each locomotor type. If a student is struggling, pull them aside for personal instruction.  Tell students to watch out for each other and stay in their own bubble. If any bad collisions are made, sit those students out as a time out. (Activity 1 and 2)  Assess the students on their capability to score during the game by dodging the taggers and strategizing a route to get to the bins. If students are struggling offer them some strategies to get by the taggers.  All taggers will be asked to tag nicely, and below the neck. If a student tags hard or throws a ball at a runner, issue a warning. If it continues, give them a time out. |
| Conclusion:  Q/A session with the class-  *“Was it easier to be a tagger or a runner?”*  *“What strategies were used as a tagger?”*  *“What strategies were used as a runner?”*  *“How could these skills be important in other games?”*  You have came up with a lot of different strategies. Next class, we are going to switch gears and start working with rackets. |  |  |  |

Teacher Reflection

Strengths:

* High Activity Time- The students were active and moving for majority of the time.
* All students were engaged in the activities and enjoy them.
* More focus on strategizing and skills versus winning.

Improvements:

* there were safety issues with the students running full speed into each other. I next time I teach this lesson, I will address safety issues before they become an issue and issue a warning before the activity starts. I need to then sit out all those who are breaking the safety rules.
* The first two activities also have some students inactive during parts. I need to adjust them so that they are all moving, perhaps moving the links around during link tag game.
* My transitions are a little slow, and in turn we lose activity time. I need to speed up my transitions by having a countdown to have the students move around.