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

**Unit Topic:**  **Tag Games** **Lesson Topic: Rescue (Chasing and Fleeing)** **# of Students: 20** **Grade: K - 2**

**Objectives:**

1. Objectives -

A Students - demonstrate proper technique for the skill movement of galloping, skipping, or sliding.

- 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 - Provide positive reinforcement to students correctly completing tasks.

2. Equipment - Hula Hoops (2), music, poly spots, crates of puffballs and/or bean bags (2), empty boxes (2), Cones to demonstrate the boundaries (8-10), 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 - “Ponies in the Stable”

5. Set Induction - Today, we are going to start out by being ponies! We are all going to gallop like ponies. Work on dodging other ponies so that you do not hurt yours!

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| 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.  Play 2-3 times by changing up taggers. Also use “Cousin Pack Man” if too many students.  **Activity 1: Star Wars Tag**  (Play Star Wars Theme Song)   * 2 students will be “taggers” which will be considered aliens or the dark side. * 2 other students will start out as space ship captains. * 2 Taggers will be given balls to use to tag other students * Once a student is tagged, they kneel down and raise their hand (light saber). * Space Ship Captains release the tagged student by giving them the hula hoop. * The Tagged student then becomes the space ship captain.   Stop the music 2-3 times to switch up taggers.  Continue activity until the song is over.  **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. At the end of the song, the students will return to poly spots.  Students will stay away from walls and bleachers, and will stay standing up unless tagged.  Students have the entire gym again for this activity.  Bring all students in to sit in the middle of the gym for boundary discussion.  Allow students to use different movement skills through the areas (in/out of bounds).  Start all students at the top of the volleyball court and have them come down one at a time. | Evaluate students on the ability to complete different skill themes during the activity (ex. skipping, galloping, side shuffling)  Tell students to watch out for each other. If any bad collisions are made, sit those students out as a time out.  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. |
| Conclusion:  Q/A session with the class-  *“Was it easier to be a tagger or a runner?”*  *“How could we use good sportsmanship during this game?”*  We will continue this game next class! Next time we will see what other ways we can get through to rescue the bean bags and puff balls! |  |  |  |