

3on 3 Kickball

Learning Target: K-Kicks a stationary ball

1st- Approaches a stationary ball and kicks it forward

2nd-Uses a running approach and kicks a moving ball

Suggested Grade Level: K -2

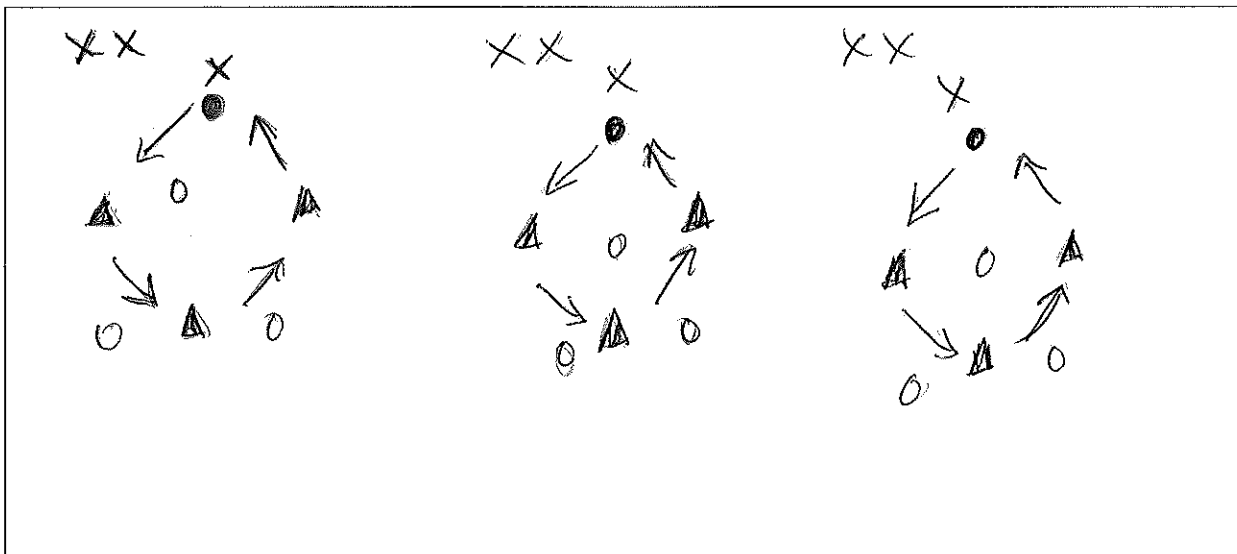
Object of the game: To kick a ball and run the bases. To begin to understand the concepts of striking and fielding games

Equipment Needed: 3 small cones, one polyspot and 1 nerf soccer ball per group.

Description of the Game: 3 players are in the outfield. All players must pass the ball to each other before placing it on the home base cone to get the runner out.

3 players are in the kicking area. 1st kicker kicks the ball and runs the bases continuously until the outfield gets the runner out. Then the 2nd kicker kicks and does the same, and then the 3rd. Keep track of home runs made.

After all 3 kickers have had a turn, the outfielders are up to “kick”.



Submitted by: Rich Howard and Sherry Watkins

Hoop Guard

Learning Target: 3rd-Catches a gently tossed ball from partner

4th- Throws to a moving partner in a non-dynamic environment

5th- Throws with accuracy when both partners are moving

5th- Applies basic offensive strategies and tactics in small sided practice tasks

Grade Level: 3-5

Object: To catch a deck ring with one foot inside a hula hoop.

Equipment Needed: Color Coded Hula Hoops and Deck Rings

Description of Game:

Build One: LEVELS Three students start out at a Hula Hoop with a deck ring. There is another hula hoop of the same color set up across the gym from it. They pass the deck ring and try to move it from one hula hoop to the other and catch it with one foot inside the other hula hoop. If they drop the hula hoop they have to start over. There can be multiple groups working on the same level. Once they get to the other hula hoop and back they have completed that level and move onto the next. They take their deck ring with them. Once students have completed all the levels they do a victory lap and start the game over. (The victory lap is VERY MOTIVATING for many students.) Students will generally be able to complete 5-15 levels in 20 minutes of play depending on their skill level. Debrief by asking what strategies they used to move the deck ring from hoop to hoop. (short passes, long passes, communication, having a pattern)

Build Two: Two vs. One. Same rules as LEVELS but now you have two offensive players and one defensive player. There should be groups of three across from each other at each hoop. The defensive player tries to stop the offensive players by playing WARM DEFENSE (Hands up and out). If the deck ring touches the ground or the offensive players score rotate the defender. Play until everyone has a few chances to play defense.

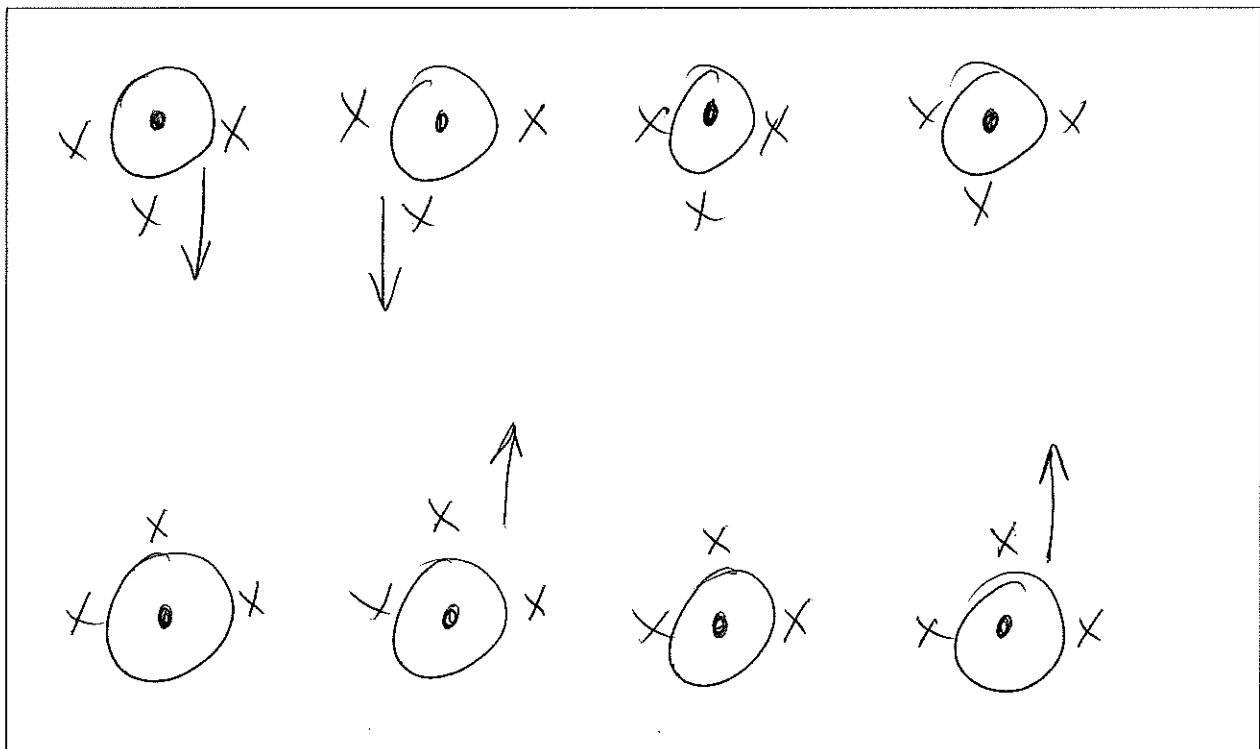
Debrief: What strategies still work when we add defense? What new strategies do you have to use? (Moving to open space to get open, use fakes)

Build Three: **Hoop Guard**. Next take away the deck rings from one side and have the groups of 3 that are across from each other play a small-sided game of 3 on 3 Hoop Guard. The game start by one team all holding onto a deck ring and cheering HOOP GUARD!!! If the team that Emphasize WARM DEFENSE and the rule that if the hoop touches the ground it is a turnover.

Debrief: When is a good time to pass? (When a teammate is open, when the defense is coming towards you)

How can you get open? (move to open space, move one way and then the other)

What defensive strategies can you use? (Everyone guard one person, stay between the deck ring and the person you are guarding)



Submitted by: Joel Webb

Bean Bag Line Bocce

Learning Target: K- throw underhand with opposite foot forward

1ST-Differentiates between strong and light force

2ND- Recognizes the role of rules and etiquette in physical activities

3rd-Throws to a target with accuracy,

4th-Accepts players of all skill levels in physical activity

5th-Recognizes types of throw needed for scenarios

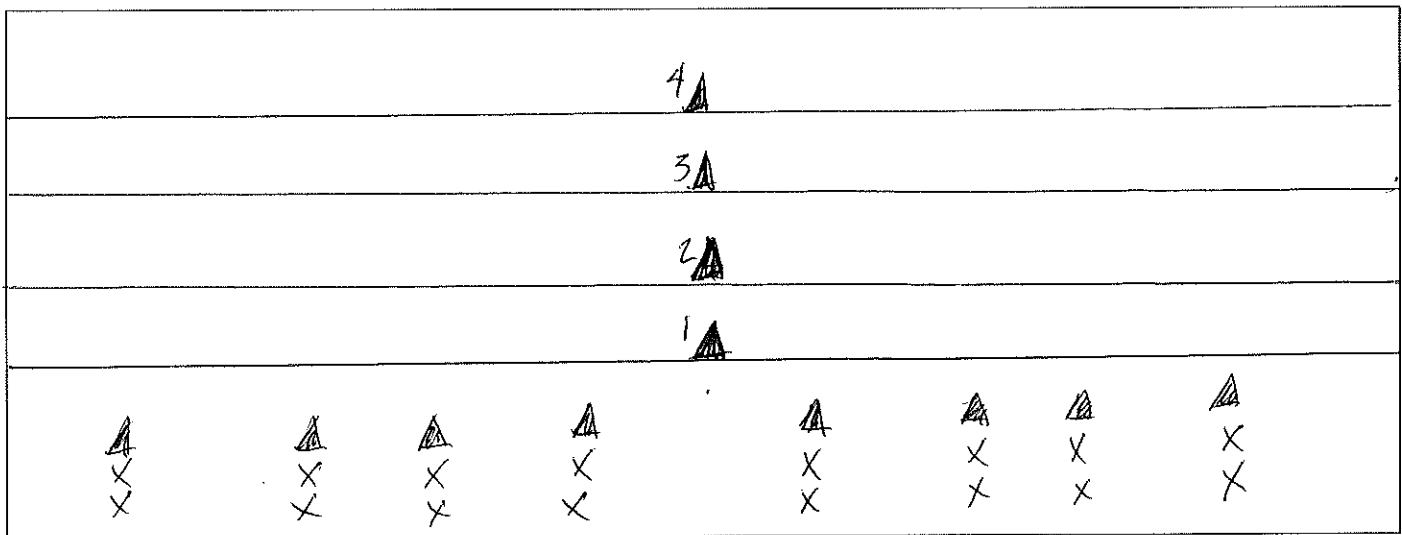
6th- Selects appropriate club/shot

Suggested Grade Level: K-5

Object of the game: Complete levels by landing your beanbag on a line

Equipment Needed: Cone and Beanbag for every 3-4 Students. 5 Lines at further distances perpendicular to the cones with level markers. Extra cones for older students.

Description of the Game: Students start in a line of 3-4 behind their cones. (hide a beanbag under each cone) On the Go signal the first person tries to slide their beanbag and land it on the line of LEVEL1. If they think it is touching the line, the entire group holds up their hands and the teacher checks it. If it is on the line, the teacher tells the group that they are on LEVEL 2 and they retrieve their beanbag and start going for LEVEL 2. The first team that completes LEVEL 5 wins. (for older students place bowling pins beyond LEVEL 5.) If a team completes LEVEL 5 they can try to collect bowling pins by knocking them down.



Submitted by: Ty Reeder and Alyson Baker

Timmer Ball

- Learning Target:** 2nd- Uses a continuous running approach and kicks a moving ball
3rd- Kicks a rolled ball for accuracy while running.
3rd- Works cooperatively with others (fielding)
4th-Kicks and punts using a mature pattern in a small sided game.
5th- Catches in a dynamic game.

Suggested Grade Level: 2-5

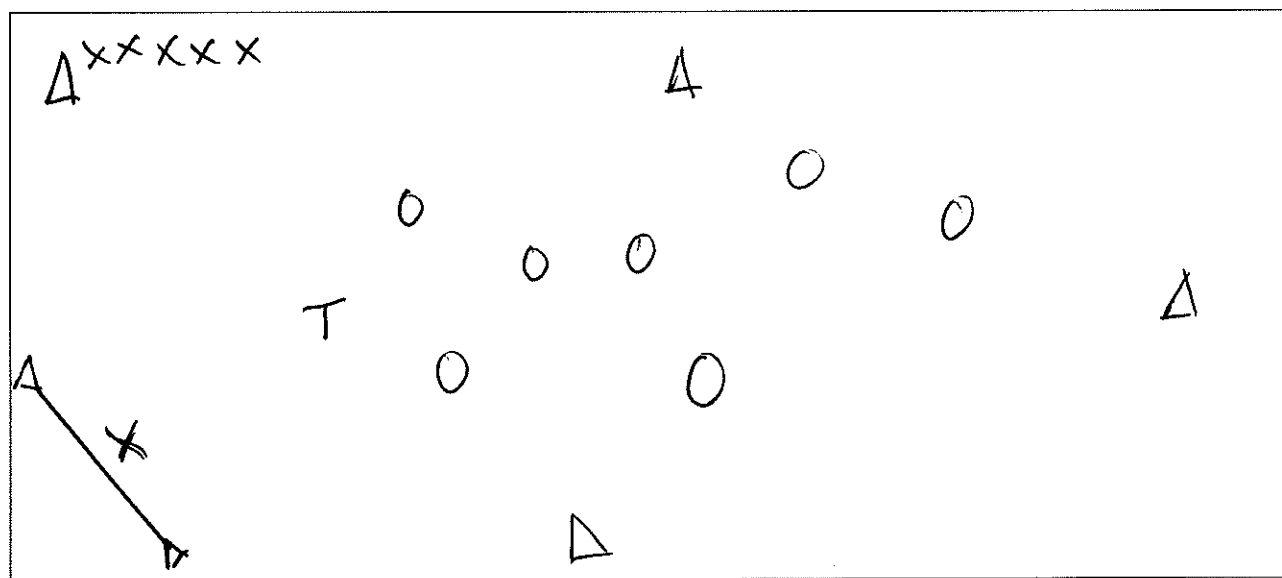
Object of the game: Kick the ball and run around the bases as many times as possible.

Equipment Needed: Home plate, 3 bases, two cones with a stick balanced on top. A kickball and a cone for students to stand behind.

Description of the Game:

The teacher starts with the ball. The kicking team lines up behind the cone, which is at least 15 feet from the cones with the stick. The first player stands in front of the cones and kicks the ball when the teacher pitches it. The kicker then runs around the bases and gets back into line. He then runs around. After kicking, the students run around the bases. When the teacher knocks the stick off both teams switch.

Extension: Switch teams if the fielding team catches 3 balls.



Submitted by: Brett Timmerman

Buckets

Learning Target: 3rd- Throws to target with reasonable accuracy

4th- Throws to a target with accuracy at reasonable distance

5th- Throws to large target with accuracy

Suggested Grade Level: 1-5

Object of the game: To score points by throwing balls into the bucket

Equipment Needed:

- 2 Large buckets: Any type of barrel or bucket. Ours are 17 gallon and about 17" tall. The height is important because when students make the shot in the bucket, they need to be able to get the ball out.
- 1 5 gallon bucket: We use this with 3rd-5th grade to challenge the older kids.
- 12 Voit Mini Playballs: These are the 4" Voit balls and we have the color my class version. You can use a regular sized Voit ball if that is all you have but it's really hard to make it in the 5 gallon bucket with those!
- 12 Poly Spots: We only have 6 different colors of poly spots, so we end up having two teams with the same color, but we are sure to put them on opposite sides of the gym from each other. Voit ball should match the poly spot color.
- Cones: We have the color my class dome shaped cones. We have one stack that is assorted colors and another stack of all orange cones. We use ALL of these cones.

Description of the Game:

- Poly spots are spread around the edges of the gym, essentially making the shape of an "O" around the center circle of the gym. (Should have 6 different colored spots on each half circle.)
- The two large buckets are inside the center circle of the gym with a gap between them.
- If you decide to challenge your kids, the 5 gallon bucket can be set between the two large buckets leaving a gap between all three buckets.
- We have 3 painted circles around the center of our gym and each layer is worth a different amount of points. We designate point totals to specific colors of cones.
 - Ex: Orange cones= 1pt, blue, purple, and green cones= 2 pts, yellow and red cones= 3 pts.

- The orange cones are closest to the buckets in the middle. The next layer is the blue, purple, and green cones. Last layer is red and yellow, which are the farthest from the center.
- Each team gets one ball; this ball should match the color of their poly spot.
- Divide students into equal numbered teams and have them stand in a line behind a poly spot.
- The goal of the game is to get as many points as possible. To earn a point, a student must stand next to any cone they choose and toss the ball. If they make the shot, they pick that cone up and return the cone and ball to their team. If they miss, they do not get a cone and must return the ball to their line.
- Students only get one shot. Make or miss, they must **run** the ball back to their line. **They are not allowed to throw it back.**
- When all the cones are gone, we have students add up their scores and return the cones to the proper circles.
- *****5 gallon bucket rule***** If you choose to use the 5 gallon bucket- If a student makes it in the 5 gallon bucket, they get to take back two cones of the **SAME** color. (The cone they were next to and another one of the same color near it.)
- Sliding the cones closer to the buckets before you shoot is not allowed!

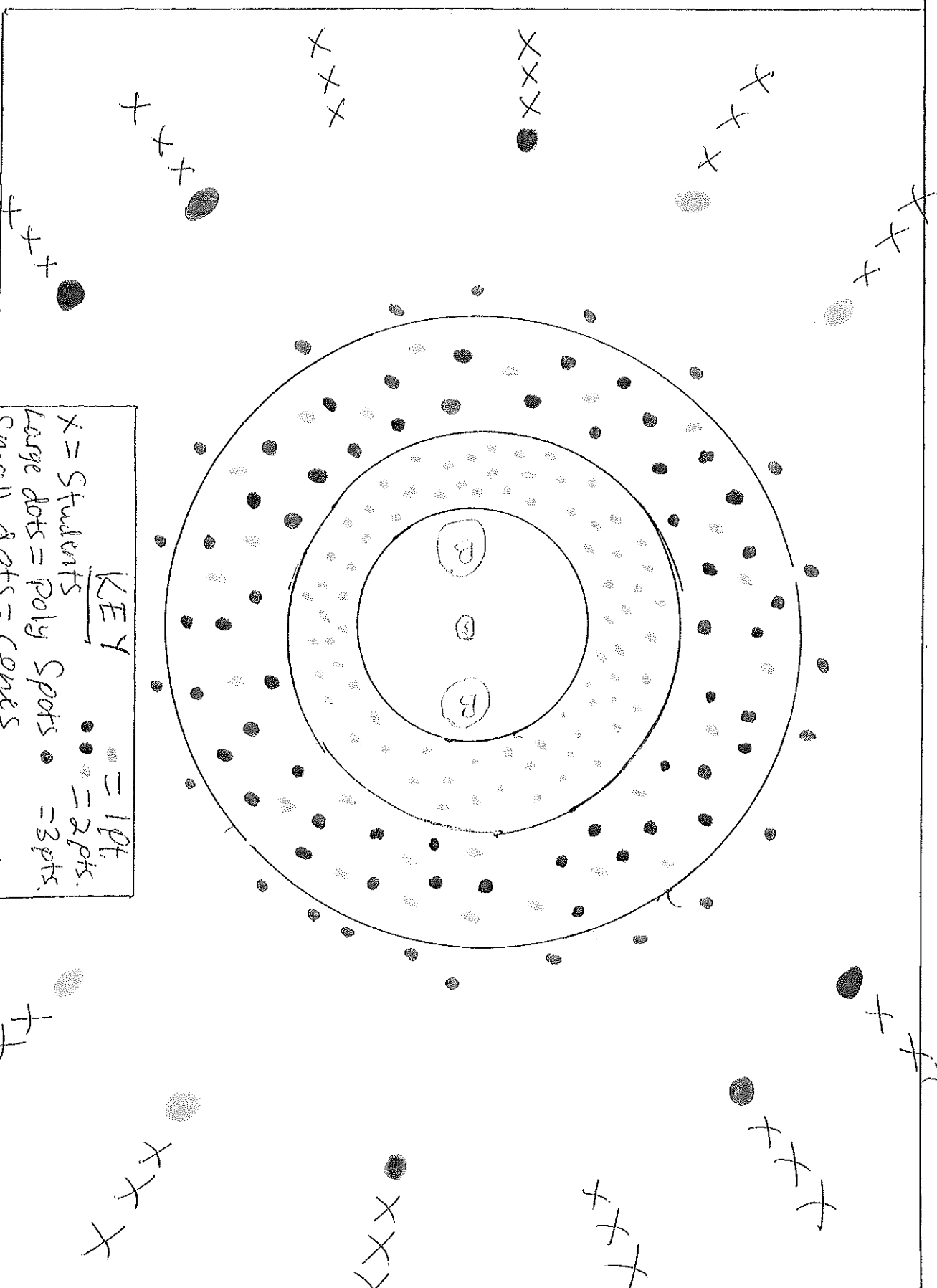
Why we like this game:

As you all know, there is a very wide range of abilities in PE. This game allows every single student to feel some type of success. It also allows students to choose their difficulty level on each shot they take. Students have two choices to make before they even try to take the shot: how far back from the center do I want to shoot and do I want to risk it and go for the 5 gallon bucket? The reason for the addition of the 5 gallon bucket is for those exceptional athletes. We wanted something that would really push them and when you watch the game, you will see those kids shooting for that almost every time. This allows the students who may not be as athletically gifted, to sort of keep up in the point totals because they generally play more conservatively and go for the large buckets each time. Our kids really get into this game and we often hear lots of cheers for team mates. Even though students are in relay lines, the amount of running from chasing the ball around more than makes up for it!

This game can be played with any number of students and can be modified to fit any class size. There should at least be three students per team just to give them a little time to rest between shots, but that is up to you! We also really like that the game incorporates math into it.

Submitted by: Chad Johnson and Ryan Nelson

Buckets



KEY

X = Students

Large dots = Poly Spots = 1 pt.

Small dots = cones = 2 pts.

ⓑ = 17 gallon Buckets

Ⓐ = 5 Gallon Bucket

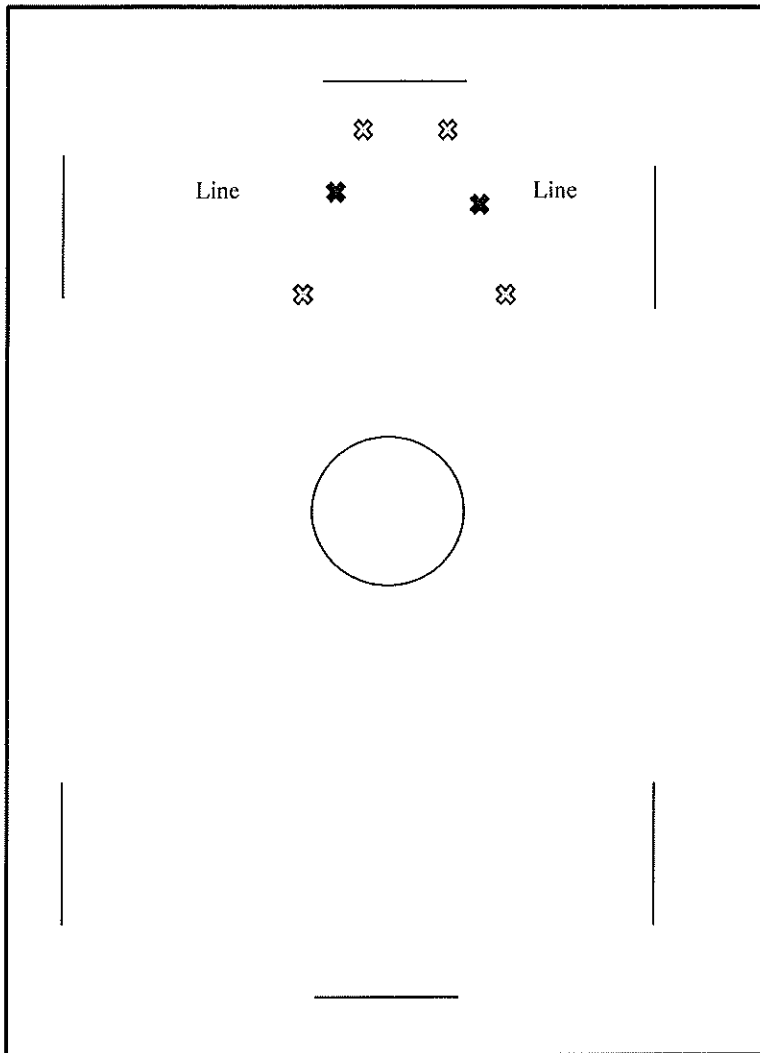
3 Tiered Shooting

Learning Target: 3rd- Throws to target with reasonable accuracy
4th- Throws to a target with accuracy at reasonable distance
5th- Throws to large target with accuracy

Suggested Grade Level: K-5

Object of the game: To score points by shooting balls into the basket

Equipment Needed: Basketballs, Hoops, Colored cones, Colored floor tape for spots



Description of the Game:

Each hoop has three tiers of shooting spots, 1 pt, 2 pt and 3pt.

- If a shot is made, the student runs the ball back to their next teammate in line and then runs to the center of the gym to pick up the corresponding colored cone.

- If student misses they hand the ball off and get to the end of the line.

- After a 2 minute round scores are compared.

- Winning team advances one court while losing team moves backward one court.

Can be played with optional king of the court where last hoop is the champion court

Submitted by: Chad Johnson and Ryan Nelson