

Lesson # 2 of 4
Unit: Inventing Games

Instructor: Edward Dengler
Lesson Length: 60 – 65 minutes
Grades: 11/12 coed

Equipment: Gym and various equipment

Lesson Objectives - *The students will be able to:*

1. Psychomotor: Demonstrate basic proficiency of the skills necessary to play students' invented games
2. Cognitive: Demonstrate knowledge of target games by creating rules for students' invented games
3. Affective: Fully participate with good attitudes to the activities and respecting all students and teacher.

<i>Progression and Time</i>	<i>Organization (Formations)</i>	<i>Tasks</i>	<i>Teaching Cues Prescriptive Feedback</i>	<i>Checking for Understanding</i>	Obj. #
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Set Induction (We are going to ... what, why, how)

Today we will start our inventing games unit. We will review what a target game is by playing a game that I invented.

A. Introduction					
Introduction to Inventing games (10 minutes)		Assuming that it wasn't previously introduced the day before, Mr. Dengler will hand out the criteria and explain the expectations			
B. Skill/ Movement Development - focus Frisbee Bocce (15 minutes)		Mr. Dengler teaches his invented target game, "Disc Bocce" Rules: Players split off into teams of two, two teams play against each other. Game starts with a toss of a target object One partner from each team stands at the starting point (marked by another target object) The other partner stands by the target object that was tossed			#3

		<p>The first partner takes a Frisbee and tosses it to the second partner</p> <p>The second partner catches the Frisbee (without stepping away from the target object, must have one foot on the target object) and tosses it back to the starting position, but the first partner WILL NOT catch it, and just let the Frisbee land on the ground</p> <p>The team that gets their Frisbee to land closest to the starting point is awarded points</p> <p>The target object gets retossed each round</p> <p>Partners switch places each round</p> <p>First team to 10 points wins</p> <p>The scoring system is as follows:</p> <p>1 point for successful catch while having at least one foot on the target</p> <p>2 additional points to the team that gets the Frisbee closest to the target</p>			
<p>C. Culmination</p> <p>Inventing target games</p> <p>(40 minutes)</p>		<p>Students start inventing their own target games</p> <p>Students must follow criteria sheet</p> <p>Students will be marked on participation and creating a game that falls under the target game category</p>			<p>#1</p> <p>#2</p> <p>#3</p>

D. Closure (Key Points) (*Ask students questions about what were the key points of the lesson.*)

How is Frisbee bocce a target game? What aspects must a target game have?