

Grade: 8	Subject: Physical Education
Materials: bowling pins, rhino skin ball, mats, jerseys	Technology Needed: N/A
Instructional Strategies: <ul style="list-style-type: none"> <input type="checkbox"/> Direct instruction <input type="checkbox"/> Guided practice <input type="checkbox"/> Socratic Seminar <input type="checkbox"/> Learning Centers <input type="checkbox"/> Lecture <input type="checkbox"/> Technology integration <input type="checkbox"/> Other (list) <ul style="list-style-type: none"> <input type="checkbox"/> Peer teaching/collaboration/cooperative learning <input type="checkbox"/> Visuals/Graphic organizers <input type="checkbox"/> PBL <input type="checkbox"/> Discussion/Debate <input type="checkbox"/> Modeling 	Guided Practices and Concrete Application: <ul style="list-style-type: none"> <input type="checkbox"/> Large group activity <input type="checkbox"/> Independent activity <input type="checkbox"/> Pairing/collaboration <input type="checkbox"/> Simulations/Scenarios <input type="checkbox"/> Other (list) Explain: <ul style="list-style-type: none"> <input type="checkbox"/> Hands-on <input type="checkbox"/> Technology integration <input type="checkbox"/> Imitation/Repeat/Mimic
Standard(s) <ul style="list-style-type: none"> - S2. M.10.8: Offensive Strategies - S2. M.12.8- Movement concepts - S1.M2.8- Throwing 	Differentiation <p>Below Proficiency:</p> <ul style="list-style-type: none"> - Students will try to participate during the game
Objective(s) <ul style="list-style-type: none"> - Students will be able to follow the rules of the game - Students will be able to actively participate throughout the game - Students will be able to work with their teammates <p>Bloom's Taxonomy Cognitive Level: Apply</p>	<p>Above Proficiency:</p> <ul style="list-style-type: none"> - Students will understand and participate during the game - Follow the rules - Be a positive teammate - Assist other students that may need help <p>Approaching/Emerging Proficiency:</p> <ul style="list-style-type: none"> - Students will understand the rules of the game and attempt to throw at other team's pins attempting to knock them down <p>Modalities/Learning Preferences:</p> <ul style="list-style-type: none"> - Softer ball for students - Auditory: students will listen to directions given by teacher - Visual: Students will see how the game is played by observing other players <p>Kinesthetic- students will be able to perform multiple different locomotive movements</p>

<p>Classroom Management- (grouping(s), movement/transitions, etc.)</p> <ul style="list-style-type: none"> - Class will go and change (if students are not changing, begin warmup). The students will then warmup as a large group and then listen for directions on the game. 	<p>Behavior Expectations- (systems, strategies, procedures specific to the lesson, rules and expectations, etc.)</p> <ul style="list-style-type: none"> - Students will understand and apply the rules of the game. - Students will be good teammates to one another. - Students will remain positive regardless of the outcome of the game.
<p>Minutes</p>	<p>Procedures</p>
<p>2-3 min</p>	<p>Set-up/Prep:</p> <p>Set up mats across the gym before the students enter the gym. Have the equipment off to the side so students do not touch or play with it.</p>
<p>5-7 min</p>	<p>Engage: (opening activity/ anticipatory Set – access prior learning / stimulate interest /generate questions, etc.)</p> <ul style="list-style-type: none"> - Greet the students as they enter the gym - Students will enter the gym after they dress and then begin to walk/run around the gym for their warmup - After the warmup, have the students get into their spots as attendance is taken - After attendance is taken, begin explaining the rules of the game
<p>5-7 min</p>	<p>Explain: (concepts, procedures, vocabulary, etc.)</p> <ul style="list-style-type: none"> - Explain the rules of the game and how the students should act during the game. - Explain how there will be 4-6 teams depending on class size - Explain that after a student throws a ball, it is important to continue to watch to see if any pins get hit - Each team begins with 5 pins and one person that wears the jersey that can leave the mat to get balls - If you are not wearing the jersey, you cannot leave the mat! - After a pin is knocked down, the player that knocked it down will retrieve it and set it up at their mat - Add in more pins so some teams do not lose all of their pins to begin with (differentiate with each class depending on students) - Tell students that they will be rotating mats during the game so there is not a certain team being targeted
<p>25-35 min</p>	<p>Explore: (independent, concrete practice/application with relevant learning task - connections from content to real-life experiences, reflective questions- probing or clarifying questions)</p>

	<ul style="list-style-type: none"> - Allow the students to play the game - Watch students play the game and make sure that all rules are being followed - Make sure students are understanding the concept of the game
2-5 min	<p>Review (wrap up and transition to next activity):</p> <ul style="list-style-type: none"> - Students will change out of gym clothes, wait for the bell, and head to their next class after the bell has rung.
<p>Formative Assessment: (linked to objectives) Progress monitoring throughout lesson-clarifying questions, check-in strategies, etc.</p> <ul style="list-style-type: none"> - Monitor students throughout the game - Observing teamwork - Encourage students <p>Consideration for Back-up Plan:</p> <p>If there are not enough students, the students can play kickball.</p>	<p>Summative Assessment (linked back to objectives) End of lesson:</p> <ul style="list-style-type: none"> - The students will have figured out the correct ways to efficiently take other teams' pins - Students will have actively participated during the game - Students will have successfully worked as a team <p>If applicable- overall unit, chapter, concept, etc.:</p>
<p>Reflection (What went well? What did the students learn? How do you know? What changes would you make?):</p>	