Grade: 4		Subject: Physical Education
Materials:	bowling pins, sharkskin balls, cones, dots	Technology Needed: none
	al Strategies:	Guided Practices and Concrete Application:
 Guide Socrat Learni Lectur 	ology integration D Modeling	 Large group activity Independent activity Technology integration Pairing/collaboration Simulations/Scenarios Other (list) Explain:
S2. E2.4 En S4. E4.4 W S4. E5.4 Ru S4. E6. 4 Sa Objective(s target Students w Students w Students w	Manipulative skills: Overhand throwing ngages in physical activity orking with others Iles and Etiquette	Differentiation: Below Proficiency: Students will be able to stay engaged during the game and protect some of their pins. Above Proficiency: Students will be able to successfully throw and knock down other teams' pins while actively protecting their own pins. Approaching/Emerging Proficiency: Students will be able to stay engaged in the game, protect their pins, and throw at other teams' pins attempting to knock down their pins. Modalities/Learning Preferences: -
	Management- (grouping(s), movement/transitions, etc.) transitions from warmup to activity	Behavior Expectations- (systems, strategies, procedures specific to the lesson, rules, and expectations, etc.) After knocking down a pin(s) go and retrieve that pin and set it up inside of your square Play by the rules No arguing with other students
Minutes	Procedures	
5 min	Set-up/Prep: - set up cones and dots. -Set up 20-25 bowling pins in the four corners of the gym - Will be completed before the students arrive to	and put all of the sharkskin balls into the center of the gym.
3-5 min	Explain how the teams are divided and where each playe - Tell the students that once a pin is knocked dow	ther teams pins/go and retrieve them when knocked over) r is supposed to go when assigned to a team wn, retrieved, and then set up, give the player a couple seconds to be the students to not get upset when playing the game).
15-20 min	 Engage: (opening activity/ anticipatory Set – access prior learning / stimulate interest /generate questions, etc.) Students will play the game. I will be monitoring the students while they are playing the game and answering any questions that may arise during the game. I also be checking to see if the students are using the correct rules during the game. 	
1-2 min	Explore: (independent, concreate practice/application wi experiences, reflective questions- probing or clarifying qu - Reflection questions after the lesson has been o - Ask what worked best, what did not work well,	completed.
2 min	Review (wrap up and transition to next activity): - Grab belongings and line up by door.	

ormative Assessment: (linked to objectives)	Summative Assessment (linked back to objectives)
Progress monitoring throughout lesson- clarifying questions, check,	End of lesson: N/a
and give scenarios to students and ask what the correct response to	
he situation is.	
in strategies, etc.	If applicable- overall unit, chapter, concept, etc.:
ווו שומוכבובש, בוני	- Overhand throwing
	- Overhand throwing
 Observing students and correcting their throwing form if 	
applicable	
Consideration for Back-up Plan: four square	