**LESSON PLAN**

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| **Subject**  PE | | **Class**  9G | **Unit**  Minor Games | **Topic**  Tapuwae |
| **Achievement Objective(s)**  4B2 – Demonstrate a willingness to accept challenges and learn new skills. | | | | |
| **Learning Outcome(s) and/or Learning Intentions**  *What should the students learn?*   * Demonstrate interpersonal skills and teamwork strategies | | | **Assessment and/or Success Criteria**  *How do we know what we have learnt?*   * Students will watch a buddy and complete a peer assessment during the games. | |
| **Key Competency Focus**  *How is this key competency developed in this lesson?*   * Relating to others – work in teams to think up strategies and outplay the opposition * Participating and contributing – Be involved physically and mentally (verbally giving ideas and encouragement) | | | | |
| **Time** | **Activities** | | **Questions** | |
| *5min*  *5min*  *20mins*  *20min*  *5min*  *5min* | **Starter**  Get changed  WARM UP – 2minute noodles  Make 4 teams & explain peer assessment:  Get students to get a partner and line up in two lines beside each other facing me.  Their partner will be the one they observe this period, so make 4 teams so that they are not in the same team.  Game 1: Hakariki (instructions attached)  2 teams play separate games, whilst their partners watch and take notes on their interpersonal skills such as participation, cooperation, communication etc. (see attached assessment sheet)  Swap over so the other 2 teams play and get observed by their buddies.  Game 2: Tapuwae (instructions attached)  Same teams, 2 games – 1 at a time whilst their buddy observes and assessed them  **Debrief**  Get changed | | **What tactics did you use to achieve success in this game?**  **Was it easier to get points by throwing the ball high or low to the tupu person?**  **Modification: 1 point to catch up high, 2 points for catching it below the knee and 3 points for catching it off a bounce.**  **Did you enjoy the game?**  **What did you do really well today? What could you improve on?** | |
| **Equipment**  4 diff coloured bands, 2 noodles, 2 cones,  **Resources** | | | | |
| **Teacher Evaluation**  *Student achievement – where to next?*  *Teacher practice – what have I learnt?*  *what will I change?* | | | | |

Tapuwae Rules

T = Target is the cone that you want to knock over – only shooters can shoot

A = Area – you are only allowed to stay in your designated area.

- Goalie must stay in their inner circle &defend their cone – can use feet.

- Shooters only in the double shooting circle and they shoot at the cone.

- Rovers are only allowed in the defensive area (same end as the goalie) they pick up stray balls & pass ball from goalie to the middles

- Middles are only allowed in their team’s middle zone (on the same side of the court as rovers) the ball must go through them.

P = play – ball starts with the middles – 2 balls each team starts with one

U = You are NOT allowed to run with the ball, you have 5 seconds to pass the ball

Court and position set up

Purple – goalie Yellow – rovers Red and Green– middles Blue - shooters

