**LESSON PLAN**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Subject**  PE | | **Class**  9G | **Unit**  Minor Games | **Topic**  Turbo touch |
| **Achievement Objective(s)**  Demonstrate willingness to accept challenges in a variety of physical activities | | | | |
| **Learning Outcome(s) and/or Learning Intentions**  *What should the students learn?*   * Demonstrate interpersonal skills during team games | | | **Assessment and/or Success Criteria**  *How do we know what we have learnt?*   * Students will watch a partner and complete a peer assessment form on their interpersonal skills shown this lesson | |
| **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*  *2min*  *20min*  *20min*  *5min*  *5min* | **Starter**  Get changed  WARM UP – Corner ball tag  See rules attached  Remind about peer assessment. Get them to choose a different partner to observe them today  Game 1: Turbo Touch  See rules attached.  2 teams play at a time whilst the students in the other 2 teams observe their partner and fill in the peer assessment sheet.  Game 2: Backboard Dodgeball  See rules attached  **Debrief**  Get changed | |  | |
| **Equipment**  2 touch balls, 6 dodgeballs, 12 cones  **Resources**  Peer assessments \* 30  Pens | | | | |
| **Teacher Evaluation**  *Student achievement – where to next?*  *Teacher practice – what have I learnt?*  *what will I change?* | | | | |

**Warm up = CORNER BALL TAG**

* Start with 2 people from each team as taggers in each zone.
* They have the ball and pass it between them trying to tag members of the opposite team in the same area as them (you cannot throw the ball at the opposition – you must be holding the ball when the tag is made)
* The boundaries is the 1/3rd lines
* When the taggers tag a player from the other team, this player will run over to the other game and join their team as taggers.
* The winner is the team that eliminates the other team 1st.

**Turbo Touch:**

2 teams (different coloured bands), 1 ball, 2 scoring boxes

* Tap ball to start and restart after a touch has been made
* Can pass forwards, backwards, sideways, flick it on 🡪 anything goes except kicks
* 2 touches then hand over
* Drop ball = hand over
* On defence – on tap off, must be 2m away
* To score a touch-down, 2 passes must have been made to OPEN the ‘Active zone’. No entering the ‘Active zone’ until it is OPEN, or you will be offside and the ball will be handed over to the other team.
* Once the ‘active zone’ is open, only one person is allowed in it – if more than one, the try will not be awarded.

Active zone

Active zone

**Backboard Dodgeball:**

2 teams, one end each (best to play width ways)

6 dodgeballs – lined up in middle

On ‘go’, teams run to grab dodgeballs and then attempt to eliminate the other team by hitting them below the waist.

When hit, you are out, and must go stand at the side. Your team mates can get you back into the game by hitting the backboard with a Dodgeball. If you hit the rim, or it goes through the basket, 2 team mates can come back in. If you catch a dodgeball on the full, the person who threw it is out.

The first team to eliminate the entire other team is deemed the winners.