**LESSON PLAN**

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| **Subject**  PE | | **Class**  9G | **Unit**  Minor Games | **Topic**  Dodgeball |
| **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?*   * To have fun and perform attack and defensive strategies to outplay your opponent | | | **Assessment and/or Success Criteria**  *How do we know what we have learnt?*   * Come up with strategies as a team and evaluate their success * Thumb gauge for enjoyment, and ask ‘what are other people doing to show they are having fun? | |
| **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*  *5min*  *5min*  20-25min  5min  *5min* | **Starter**  Get changed  WARM UP – Master Tag  Equip: 10 foam balls  To play: Throw 10 balls around the gym – free for all to claim.  Throw them at people.  When you get hit with a ball below your waist, bob down  Remember who hit you, as you stand up and continue playing when they get hit.  Introduce Dodgeball – go over rules and safety pointers  (see attached)  Practice with a partner throwing the ball to each other  Mini tournament  4 teams 🡪 choose a captain of each team  5min each game  Game 1: Teams 1 v 2  Game 2: Teams 3 v 4  Game 3: Loser 1 v loser 2  Game 4: Winner 1 v winner 2  **Debrief**  Link back to SLO  Partner up with someone from the opposite team. Share your team strategy and its effectiveness  Get changed | | **If you have to be hit below the waist and if your opponent catches your throw on the full, you are out, where do you think you should aim your throws? [**lower body]  Practice different ways of throwing, **what way works best for you? Why?** (ie over arm, under arm and aiming high or low)  **[make 4 teams – stand in order of your birthday (number, not month) – then number them off 1-4**  For those teams not playing, think about what **other people are doing that shows they are having fun** and **what strategies they are using and whether or not these are successful.**  **What strategy will you use?**  Thumb scale **How much fun have you had during this lesson? How can you tell that people were having fun during this lesson?** | |
| **Equipment**  10 dodgeballs, 8 cones (if playing outside)  **Resources**  Dodgeball rules (attached) – reference at bottom | | | | |
| **Teacher Evaluation**  *Student achievement – where to next?*  *Teacher practice – what have I learnt?*  *what will I change?* | | | | |

Dodgeball Rules:

**THE TEAM**

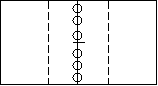
Dodgeball teams are usually made up of 6 on court players + subs.

We will play 6-7 aside.

If playing with subs, they are only allowed to enter the game during timeouts or in the case of injury.

**THE FIELD**

The game may be played indoors or outdoors on a rectangular field at least 50 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line and attack-lines 3m from, and parallel to the centerline.

  IDEAL MEASUREMENTS: 60’ x 30’ – Identical to a volleyball court. 

**THE EQUIPMENT**

6 foam balls

8 cones (to mark the area if playing outside)

**THE GAME**

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders (or below waist – get students to decide where they feel comfortable being hit)

2. Catching a LIVE ball thrown by your opponent before it touches the ground.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc)

**BOUNDARIES**

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.

**TO START**

* Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other.
* Players then take a position behind their end line.
* Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest.
* Teams may only retrieve the three (3) balls to their right of the center hash.
* Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

**TIMING AND WINNING A GAME**

* The first team to legally eliminate all opposing players will be declared the winner.
* Actual Dodgeball games only last 3-minutes, but we will play for 5mins
* If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner.
* If it is a draw at full time, it will go to sudden death where the first team to eliminate one opposition team member will win.

**TIME-OUTS & SUBSTITUTIONS**

Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game or can be used for a quick team talk – strategy)

**5-SECOND VIOLATION**

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. This also applies to tied teams.

**RULE ENFORCEMENT**

* Rules will be largely enforced by each the players through the "honor system".
* Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated.
* The referee will rule on any situation in which teams cannot agree.
* THE REFEREES DECISION IS FINAL – NO EXCEPTIONS.

**Code of Conduct**

1. Understand, appreciate and abide by the rules of the game.

2. Respect the integrity and judgment of game officials

3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.

4. Be responsible for your own actions and maintain self-control.

5. Refrain from using foul or abusive language.

[adapted from the U.S.A National Amateur Dodgeball Association (N.A.D.A) Official Rules on <http://www.dodgeballusa.com/rules.html> on 29th August, 2011]