

TGFU CARL (aka border) BALL Gr 6

ADD STUFF YOU WANT: Main Gym

Equipment needed: 15 Dodge Balls, A few small cones, A few large cones

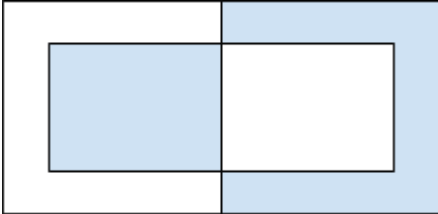
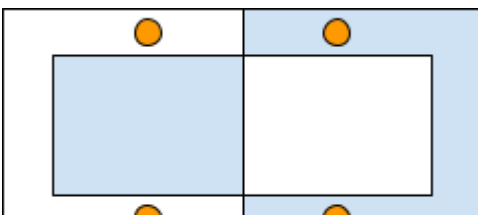
Tactical Problem: Team Work to maximise both offensive and defensive play

Specific Outcome Focus / Assessment Strands

Active Living	Movement	Character	Safety	Relationships
1.1, 1.2	2A1, 2A2, 2B1, 2C2	3.2, 3.7	4.1, 4.4	5.1

Soft Skill: Team work, roles, communication, fair play, risk taking

Lesson Focus: Students to build a game from a set environment and modify to increase challenge, engagement and fun

Skill / Mvmt Skill	Tactic Devel	Soft Skill
Throwing, moving in specific space, seeing zones, catching, hitting a ball out of the air.	Understand what decisions need to be made to maximise team efficiency	Team communication, roles in a team, Fair play, cooperation to max enjoyment
<div style="display: flex; align-items: flex-start;"> <div style="flex: 1;">  </div> <div style="flex: 2; padding-left: 10px;"> <p>Intro Game 1 - simplified exposure Given this zone diagram, students make up the rules of the game... they came up with</p> <ol style="list-style-type: none"> 1. Players from opposite team can never touch other zone. If ever step out must run a lap of whole gym. 2. Head shots banish you to outer zone or 20-50 jumping jacks (recipient chooses) 3. If you are hit, must to to outside zone and catch a ball thrown from own team from inner zone </div> </div>		
Discussion - Worked - Didn't - Change - Focus / Student input		
Skill Increase challenge and complexity	Tactic Coordinated efforts to both get balls back to your side and prevent oponents from getting free	Soft Skill Who is doing what, how to get attention of team when in outer zone AND is it good to have someone in outer zone at all times?
<div style="display: flex; align-items: flex-start;"> <div style="flex: 1;">  </div> <div style="flex: 2; padding-left: 10px;"> <p>Modification / Addition / New Game:</p> <ul style="list-style-type: none"> - Students wanted to add a cone as a cannot get free infront of zone to increase challenge. - Added if you catch someone's ball thrower </div> </div>		

<p>is out</p> <ul style="list-style-type: none"> - Added tactical throwing of balls to prevent team from catching ball - Added ways for students to communicate between zones 		
<p>Discussion - Worked - Didn't - Change</p>		
<p>Skill Saw huge shift in adding defence to the game and need for accuracy in throwing,</p>	<p>Tactic More efficient retrieving players from outside zone, communication more intensity, transportation of balls, and less zone violations</p>	<p>Soft Skill Roles developed naturally as result of students making decisions and having time to strategize as a group. Need to take risks in game to be successful</p>
<p>Modification / Addition / New Game:</p> <p>Next Steps -</p> <ul style="list-style-type: none"> - Adding double catch to get free (pass to team in outer zone, and pass back to inner zone. If any drop, inner zone must join outer)... this was theirs... I love it. - Add player in outer zone attacking inner zone somehow - Skill game on Hitting a moving target... this one is going to be fun... like skeet shooting - Adding a Quarterback type plate who calls plays - Having specific plays in the game when certain situations arise (eg. one person left) 		
<p>Discussion - Next Steps OR Transition discussion to next lesson Did you find yourself taking risks to pull back to be safe? What were things you heard said and how did it either motivate you or stop you from taking risks? Did you enjoy the game (that you made)... How can we change it further?</p>		
<p>Skill Skeet Shooting (hitting moving target) Catching long range with high ball above team</p>	<p>Tactic Anticipating situations to make a play off Player (s) calling what they see</p>	<p>Soft Skill Collaboration and Negotiation in team meetings. Fair Play and officiating Honesty</p>