

Teaching Transferable Strategies in Invasion Games
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Purpose of this model lesson/activity

Participants:

-To introduce ways to teach a standard based curriculum including Physical Education Contents Standards as well as the Common Core State Standards.

-To introduce one way of teaching tactical gaming strategies and increasing academic vocabulary in order for students to transfer the strategies learned to similar invasion games.

Students:

-To analyze movement situations and apply movement concepts in small sided invasion games.

-To apply movement concepts in three different modified invasion games.

Grade: High School Course 2

Physical Education Content Standard:

CA: 1.4 Explain and demonstrate advanced offensive, defensive, and transition strategies and tactics in combative, gymnastic/tumbling, and team activities.

Criteria for Competence:

1. Identifies offensive strategies to maintain possession of the ball/ object.
2. Applies offensive strategies to maintain possession of the ball/ object.
3. Applies offensive strategies in multiple invasion games.
4. Identifies ways to create space

CCSS Standard(s):

LHSSSTS.9-10.RST.1

Cite specific textual evidence to support analysis of science and technical texts, attending to the precise details of explanations or descriptions.

Informational text used:

- Performance of 3v2 game.

Evidence required:

Evidence students can....

- Identify transferable concepts, skills, and strategies to multiple invasion games.

- Apply transferable concepts, skills, and strategies to multiple invasion games.
- Analyze a performance for transferable concepts, skills, and strategies in multiple modified invasion games.

Formative assessment tool(s):

- Top 10 Relay
- Offensive Strategies Peer Assessment

Instructional strategies:

- Do Now
- Top 10 Relay
- Small Sided Modified 3v2 game

Lesson/learning activity Description

1. Do Now
 - goal: make as many successful catches in a row as you can
 - conditions: catch with a partner **when music plays**
 - choose an exercise **when music stops**
 - change throwing objects each time music plays again
2. Top 10 Relay
 - goal: be the first team to get 10 offensive strategies
 - conditions: one runner, rest of team exercising- doing what first person does in line
 - get one card each time
 - once you have all 10 get water and check others work, grab a checklist and expo
3. 1 v. 2- Thrower, receiver, cold → warm defender
 - thrower tells receiver which strategy to use to get open for a ball
4. 3v2 Modified Game
 - goal: 8 passes without dropping the ball or going outside the boundaries
 - conditions: pick ball/ object
 - offense cannot move with the ball/ object
 - play for about 2 min with each object and switch
 - switch defenders each time you switch objects
4. Closure- Pair Share
 - *List 3 or more offensive strategies/ tactics you used with each ball/ object?*
 - *Which ones were the most effective? Why?*
 - *How did you increase the number of touches you got on the ball/ object?*