

BLOCK PLAN

Preservice Teacher: _____

LESSON 4	LESSON 5
Teacher:	Teacher:
Teaching Date:	Teaching Date:
Lesson length: 45 minutes	Lesson length: 45 minutes
# of students: 5-6	# of students: 5-6
<u>PSYCHOMOTOR</u> National standard: The physically literate individual demonstrates competency in a variety of motor skills and movement patterns. GLO: Strikes an object with a long-handled implement (e.g., hockey stick, bat, golf club, bat, tennis or badminton racket) while demonstrating 3 of the 5 critical elements of a mature pattern for the implement (grip, stance, body orientation, swing plane, and follow through). (S1.E25.4) <u>Lesson Objective</u> Behavior: Strike an object Condition: towards a target, from multiple distances Criteria: in the fewest number of strokes possible	<u>PSYCHOMOTOR</u> National standard: The physically literate individual demonstrates competency in a variety of motor skills and movement patterns. GLO: Strikes an object with a long-handled implement (e.g., hockey stick, bat, golf club, bat, tennis or badminton racket) while demonstrating 3 of the 5 critical elements of a mature pattern for the implement (grip, stance, body orientation, swing plane, and follow through). (S1.E25.4) <u>Lesson Objective</u> Behavior: Strike an object Condition: towards a target, from multiple distances Criteria: focusing on aim, trying to lead the object to a certain part of the PE space.

BLOCK PLAN

SWBAT: Strike an object towards an object, from multiple distances, in the fewest number of strokes possible.	SWBAT: Strike an object towards a target, from multiple distances, focusing on aim and trying to lead the object to a more beneficial part of the playing area.
<u>COGNITIVE</u> National standard: Applies knowledge of concepts, principles, strategies and tactics related to movement and performance. GLO: Applies the concepts of direction and force to strike an object with a long-handled implement. (S2.E3.5b) <u>Lesson Objective</u> Behavior: strikes an object Condition: towards the target, from multiple distances Criteria: using the correct amount of force and direction at different points in the game. SWBAT: Strike an object towards the target, from multiple distances, using the correct amount of force and direction necessary to win more points.	<u>COGNITIVE</u> National standard: Applies knowledge of concepts, principles, strategies and tactics related to movement and performance. GLO: Applies the concepts of direction and force to strike an object with a long-handled implement. (S2.E3.5b) <u>Lesson Objective</u> Behavior: strikes an object Condition: towards the target, from multiple distances Criteria: using different amounts of force and aim in order to succeed in a game environment SWBAT: Strike an object towards a target, from multiple distances, using different amounts of force and aim in order to succeed in a game environment.
<u>AFFECTIVE</u> National standard: Exhibits responsible personal and social behavior that respects self and others	<u>AFFECTIVE</u> National standard: Exhibits responsible personal and social behavior that respects self and others

BLOCK PLAN

GLO: Works cooperatively with others (S4.E4.3a). <u>Lesson Objective</u> Behavior: Strikes an object Condition: towards the target , taking turns Criteria: with partners in a cooperative environment SWBAT: Strike an object towards a target, taking turns with partners in a cooperative environment.	GLO: Works cooperatively with others (S4.E4.3a). <u>Lesson Objective</u> Behavior: Strike an object Condition: into the field of play Criteria: with partners and against opponents with the goal of scoring the most points SWBAT: Strike an object into the field of play with partners and against opponents with the goal of scoring the most points.
Assessment (what skills or concepts would you assess your students on during the lesson): Students will be assessed on their ability to move an object towards the target using different styles such as rolling, throwing, and bouncing to mimic the full swing, chip, and putt. Students will then be assessed on their ability to use the full swing, chip and putt in a solo activity and with partners working cooperatively.	Assessment (what skills or concepts would you assess your students on during the lesson): Students will be assessed on their ability to accurately move an object to a partner from a variety of distances using just their hands and also with a variety of golf clubs. Students will then be assessed on their ability to strike an object into the field of play and score runs within a team environment.

BLOCK PLAN

Instant activity / Warm up activity (name or brief description): Mock golf game Students will roll, bounce, and throw the ball towards the target depending on their distance from it. Instead of using golf clubs, this activity warms the students up to understanding the different ways the object should move depending on where they are in relation to the target. Students will rotate between partners to practice the order of play in a typical golf match.	Instant activity / Warm up activity (name or brief description): Golf Catch Students will line up in the outfield and the baseline of the baseball diamond and practice underhand tossing to their partners from multiple distances. This will help students understand the importance of accuracy and force when trying to move the object to a certain area of the PE space.
Brief outline of tasks to teach skills/concepts – What will you do with the students to be sure they meet your lesson objectives? Psychomotor learning domain:	Brief outline of tasks to teach skills/concepts – What will you do with the students to be sure they meet your lesson objectives? Psychomotor learning domain:

BLOCK PLAN

Students will begin by rolling, bouncing, and throwing the golf ball towards the target and move on to using the golf clubs to strike towards the target. After students get enough reps in these stations around the gym, students will play a basic game of golf within the stations. Students will need to strike the ball towards the target, aiming to get it in the hole in as few attempts as possible. Cognitive learning domain: Students will begin by practicing striking the ball with their club towards the target. Students will be reminded to focus on their backswing, the larger they are the more force that will be put on the ball. As the students begin the game of golf, they will need to focus on force and direction in order to reach the target in the fewest amount of strokes as possible. Affective learning domain: As students begin the mock golf game near the end of the lesson, they will need to keep score on a scorecard and cooperate with their peers in order to keep track of who is winning throughout the game. Students will also need to practice taking turns with	Students will begin by playing a game of catch in the outfield, focusing on getting the ball to a far away target with accuracy. Students will then begin practicing the golf pitch to a partner, using the skills and cues learned in the previous lessons to get the ball airborne. Finally, students will need to strike the ball into the field of play, focusing on aiming towards parts of the field where opponents are not concentrated in. This helps the students move runners around the bases and help their team win. Cognitive learning domain: Students will begin by playing catch with a partner in the outfield, slowly moving apart from each other and increasing the distance needed to reach each other. After this, students will use the golf clubs to pitch the ball to their partner. Finally, students will need to strike the ball into the field of play, preferably into areas where the opponent isn't at. These activities help students focus on the force and direction of their throws. Affective learning domain: Students will cooperate with others by partnering up, playing catch, pitching to others and getting into teams and competing
--	---

BLOCK PLAN

others, cooperating to allow everyone to participate in a fair manner.	against other peers. Students will need to use teamwork in the field and when batting by constantly communicating. Teams will also cooperate with each other by keeping score and trusting that no one will break any rules of the game.
---	---