Grade 4 PE Unit 1 - Modified Lead Up and Small-sided Games

Unit Focus

In this unit, students will actively participate in a wide range of sequential skill activities encompassing a variety of motor and complex locomotor movements resulting in playing a modified/small-sided game. These include manipulatives, individual skills, and team membership. During these lesson sequences, students will engage in a variety of activities that require them to demonstrate their understanding of the rules and expectations as well as learn and practice the associated skills. Emphasis will be placed on ensuring that students can independently perform the following activities to promote success as they move into small and large group games and activities:

- Throwing skills
  - Football
  - Frisbee
  - basketball
- Kicking skills
  - soccer
- Invasion games
  - Tag games

As students continue to develop the skills to participate in games (i.e. dribbling, throwing, catching) in a larger setting, they will now incorporate collaboration with a partner or small group. Emphasis will be placed on continual development of skill and concept based movement as well as working positively with others. Finally students will be introduced to a variety of modified and lead-up games that will lead to a deeper understanding of how to successfully participate in a full game of one of the sports or activities that they have been engaging with on a smaller scale.

Stage 1: Desired Results - Key Understandings

Standard(s)	Transfer	
Healthy and Balanced Living Curriculum Framework Physical Education K-5 • Demonstrates competence in applying basic non-locomotor skills while maintaining stationary and dynamic balance in a variety of modified games, and small sided game play. (E1.3.5) • Demonstrates competence in applying weight transference in a variety of modified games, small-sided game play, gymnastics, and dance environments. (E1.4.5) • Underhand throw: Demonstrates competencies in applying underhand throw in a variety of modified games and small sided game play (E1.5.5a)	*Students will be able to independently use their learning to...* **T1** Respectfully and responsibly communicate with others from a variety of backgrounds and perspectives. **T2** Demonstrate improved physical performance in skills and movement patterns.	
	Meaning	
	Understanding(s)	**Essential Question(s)**
	Students will understand that... **U1** Participation in physical activities can provide an opportunity toward developing an understanding of and respect for differences among people. **U2** Students identify their role in initiating and maintaining reciprocal, mutually respectful and beneficial friendships.	*Students will keep considering...* **Q1** What does it mean to participate fairly? **Q2** Do my actions and/or decisions have a negative or positive impact on myself or others? **Q3** What is a responsible action?

<table>
<tr><th colspan="3">Stage 1: Desired Results - Key Understandings</th></tr>
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- Overhand throw: Demonstrates competencies in applying overhand throw in a variety of modified games and small sided game play. (E1.5.5b)
- Demonstrates competencies in applying catching with accuracy while moving in a variety of modified games and small sided play. (E1.6.5)
- Dribbling with feet: Demonstrates competencies in applying dribbling skills in a variety of modified games and small sided play (E1.7.5)
- Demonstrates competencies in applying kicking skills in a variety of modified games and small sided play (E1.8.5)
- Demonstrates the ability to combine spatial concepts with locomotor and non-locomotor movements for small groups in gymnastics, dance, and games environments. (S2.E1.5)
- Combines movement concepts with skills in smallsided practice tasks in game environments, gymnastics, and dance with self-direction. (S2.E2.5)
- Applies movement concepts to strategy in game situations (S2.E3.5a)
- Demonstrates the ability to analyze movement situations and applies movement concepts (e.g., force, direction, speed, pathways, extensions) in small-sided practice tasks in game environments, dance, and gymnastics. (S2.E3.5c)

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- Collective Intelligence: Working respectfully and responsibly with others, exchanging and evaluating ideas to achieve a common objective. (POG.3.1)

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U3 Individual actions can influence others thinking and actions.
U4 Individuals and groups have the responsibility to identify common rules, and ideas for change based on the greater good.

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<tr><th colspan="2">Acquisition of Knowledge and Skill</th></tr>
<tr><th>Knowledge</th><th>Skill(s)</th></tr>
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Students will know...
K1 the rules necessary to play a variety of games.
K2 what skill to use in a variety of situations.
K3 that treating peers fairly will benefit the whole group.
K4 that dribbling is used when moving through an open space.
K5 that the best choice in a tight space is to pass to a teammate that is open.
K6 playing fair is more important to winning and losing.
K7 that each member of the team shares responsibility for the results of the game or activity.

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Students will be skilled at...
S1 applying basic locomotor and nonlocomotor movements while stationary and moving.
S2 transferring weight in a variety of movements and game like activities.
S3 combining movement patterns while performing a task or skill.
S4 combining movement patterns while participating in a modified or lead-up game.
S5 demonstrating both underhand and overhand throwing using a variety of implements.
S6 demonstrating proper dribbling skills while participating in a modified or lead-up game.
S7 demonstrating proper kicking skills while participating in a modified or lead-up game.
S8 applying basic offensive and defensive strategies while participating in a modified or lead-up game.
S9 demonstrate the proper throw, volley, or striking action needed in a variety of situations
S10 working respectfully and responsibly with others, exchanging and evaluating ideas to achieve a common objective.
S11 respectfully and responsibly communicate with others from a variety of backgrounds and perspectives.

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