O'BRIEN GROUP ARENA

HEALTH AND PHYSICAL EDUCATION LESSON PLAN

YEAR LEVEL & SUBJECT: 3 & 4 Health and Physical Education

NO. OF STUDENTS: 15 - 25 LESSON DURATION: 60 minutes TOPIC/FOCUS: Movement and Physical Activity:

Learning through movement, Moving

the body

GOALS AND OBJECTIVES:

Students will be able to:

- Skate forwards, slow down and turn on ice

- Using cooperative skills to complete a movement task, such as balance, partner passing strategy or team strategy
- Working cooperatively with team members to maintain possession in a game by passing and listening to other team mates
- Perform activities where loco motor and object control skills are combined to complete a movement
- Performing fundamental movement skills to demonstrate weight transference in different physical activities
- Exploring and practicing different techniques to propel objects towards a target
- Explore centre of gravity and stability as they perform balance activities

RESOURCES REQUIRED: Skates, Helmets, Pucks or Tennis Balls, Seals

LESSON PROCEDURE							
TIMING		STEPS OF THE LESSON	EXPECTED STUDENT REACTIONS OF RESPONSES	TEACHER RESPONSES TO STUDENTS (Including consideration of the need to adapt.	GOALS AND METHODS OF EVALUATION (Including informal and/or formal assessment links to		
Event	Tota1			reteach or extend)	VCAA)		
Opening:							
2	2	Off - Ice Introduction Once students have their skates on, students are directed to skaters lounge			"Who has skated before?" "Who's been skiing/inline skating before?"		
		Coaches demonstrate marching, squatting and stride path off the ice					

5 3 2 3	7 10 12 15	On - Ice Introduction Students get onto the ice and get comfortable before moving to specified location Coaches demonstrate how to fall down and get back up safely Students practice safely falling down and getting back up with proper procedure Coaches then get students to practice marching, squatting and stride path on the ice. Coaches demonstrate how to stop using the snow plough technique. Students then practice skating forwards and stopping using this technique. Lesson Development:	Students will be anxious, scared, excited to go on the ice. Scared, hesitant and uncomfortable	Coaches should reassure students of safety Coaches help students one on one and reassure	Goal: Students to be comfortable standing on the ice and minimal falling Goal: Students to fall down and get back up safely and independently
3	20	Under Over Coaches demonstrate and explain game rules and benefits: - Coordination - Focus - Balance - Teamwork - Skating practice Line up students in two equal lines from shortest to	Students will still be hesitant but should be gaining confidence		Goal: Using cooperative skills to complete a movement task, such as balance, partner passing strategy or team strategy
15	38	tallest Games begin: Ball starts at the front of the line and students send it to the back by alternating passing sequences of over head and in between the legs.	Students will be excited to play a game on the ice	Coaches demonstrate game; if any students are	Goal: Working cooperatively with team members to maintain

		When the ball reaches the back of the line, the last student in the line must skate to the front of the line and repeat the sequences. To win the game each student must have had a turn skating the ball from the back of the line to the front of the line (when students return to starting positions) Team who wins best out of three games is the overall winner Closure:		struggling give one on one assistance	possession in a game by passing and listening to other team mates
12	60	Seal races: Arrange students into 5 teams First player sits on a seal while a team mate pushes them from point A to point B and back. The skater then becomes the sitter and the next team mate pushes the seal The first team to rotate through all skaters wins! If time permits, repeat game.	Students will be excited to use a new piece of equipment	Coaches will need to observe and ensure seals are being used correctly and safely.	Goal: Perform activities where loco motor and object control skills are combined to complete a movement Goal: Exploring and practicing different techniques to propel objects towards a target