Overview: The students will learn and practice methods to play the game of Floor/Field Hockey, utilizing rules, skills, cooperation and teamwork. Students will have opportunities to progress their skills through individual and group practices.

Overview	Standards	Unit Focus	Essential Questions
Floor/Field Hockey	 2.5.12.A.2 2.5.12.B.1 2.5.12.B.2 2.5.12.B.3 2.5.12.C.1 2.5.12.C.3 WIDA 1 	 Use the information gathered to further explore the impact of Floor/Field Hockey as a global sport. Understand and identify technical, tactical and positional play. Analyze the rules and apply them to game situations 	 How can team sports relate to life skills? How can team sports help to improve lifelong fitness? How can understanding sportsmanship, rules, and safety carry over into everyday life?
Enduring Understandings	 transferred fiplaying a part badminton.) Implementing improves pert ability to wo By understart enhance you skills to be a Team sports 	nt to understand that various movement skills can be rom one game to another in order to be successful while rticular game. (An example would be tennis to g offensive and defensive strategy into games rformance by increasing the individual team player's rk as a unit to achieve a common goal. nding good sportsmanship, rules and safety you can r social interaction, ethical behavior and cooperation productive member of society. can affect and benefit the overall health of an y improving cardiovascular fitness, muscular strength r endurance.	 How can implementing offensive and defensive strategies improve team performance? How do you use speed and agility in the game? What formations are used for offensive and defensive tactics? What physical fitness skills are required to be successful at this sport? What forms of communication are necessary during a team sport? Why is it important to know your own role in the game? How can you help the team even when you are not the strongest player or most skilled?

	Standards		Pacing	
Curriculum Unit			Days	Unit Days
Floor/Field 2 Hockey	2.2.12.MSC.4	Analyze etiquette, responsibilities, and preparation of players, officials, trainers, and other participants and recommend strategies to improve their performance, participation, and behavior.	2	
	2.2.12.MSC.5	Develop rule changes to existing games, sports, and activities that enhance participation, safety, and enjoyment.	2	
	2.2.12.MSC.1	Explain and demonstrate ways to apply movement skills from one game, sport, aerobics, or recreational activity to another including striking skills (e.g., tennis, badminton, ping pong, racquetball, pickleball).	2	14
	2.2.12.MSC.2	Analyze application of force and motion (e.g., weight transfer, power, speed, agility, range of motion) and modify movement to impact performance.	2	
	2.2.12.MSC.3	Design, lead and critique rhythmic and physical activity that includes variations in time, space, force, flow, and relationships (e.g., creative, cultural, social, aerobics dance, fitness).	2	
	2.2.12.PF.2	Respect and appreciate all levels of ability and encourage with care during all physical activities.	1	
	2.2.12.MSC.4	Analyze etiquette, responsibilities, and preparation of players, officials, trainers, and other participants and recommend strategies to improve their performance, participation, and behavior.	1	
		Assessment, Re-teach and Extension	2	

Floor/Field Hockey Grade 9-12		
Core Idea	Indicator #	Performance Expectations
Individual and team execution requires interaction,	2.2.12.MSC.4	Analyze etiquette, responsibilities, and preparation of players, officials, trainers,
respect, effort, and positive attitude.		and other participants and recommend strategies to improve their performance,
		participation, and behavior.
Individual and team execution requires interaction,	2.2.12.MSC.5	Develop rule changes to existing games, sports, and activities that enhance
respect, effort, and a positive attitude.		participation, safety, and enjoyment.
Advanced technique and concepts will elevate student's confidence, performance, skills, and participation in physical activity (e.g., games, sports, aerobics, fitness activities).	2.2.12.MSC.1	Explain and demonstrate ways to apply movement skills from one game, sport, aerobics, or recreational activity to another including striking skills (e.g., tennis, badminton, ping pong, racquetball, pickleball).
Advanced technique and concepts will elevate student's confidence, performance, skills, and participation in physical activity (e.g., games, sports, aerobics, fitness activities).	2.2.12.MSC.2	Analyze application of force and motion (e.g., weight transfer, power, speed, agility, range of motion) and modify movement to impact performance.
The quality of feedback from others, self assessment as well as effort and repetition influences movement skills, concepts, and performance.	2.2.12.MSC.3	Design, lead and critique rhythmic and physical activity that includes variations in time, space, force, flow, and relationships (e.g., creative, cultural, social, aerobics dance, fitness).
Physical and emotional growth often relies on taking personal responsibility for developing and maintaining physical fitness levels that also provide opportunities for self expression, enjoyment, and emotional satisfaction	2.2.12.PF.2	Respect and appreciate all levels of ability and encourage with care during all physical activities.

Assessment Plan		
 Assess student's knowledge in the form of a written test. Survey student's knowledge through a K-W-L-A chart Teacher observation of skills Self-evaluation Peer evaluation Lead-up games 	 Alternative Assessments: You will be assigned a professional or college level team to research. Provide a power point "scouting report" of what your assigned team does strategically in a game. You will conduct a 3 minute oral presentation of your team to the class. Please include the following criteria: Team record for the past three seasons. List of key players and positions. 	
 Translation to game play Teacher lead skill based instruction Drill work Lead up game Student created drill work Current Event Article Summary Questioning Strategies Video Analysis Polls/Surveys Exit Tickets Student Demonstrations 	 System of play they use including a diagram of positions. Strengths and weaknesses Include fun facts and Interesting statisticsi.e. average shots to made on goals per game, goalkeeper saves, amount of fansetc You have the option of providing a brief video highlight clip from a game involving your team or creating a promo video (no more than 1 minute) for your team. Peer assessment forms will be distributed and completed by classmates 	

Resources	Activities
 American Alliance for Health, Physical Education, Recreation and Dance (AAHPRED) www.aapherd.org Centers for Disease Control and Prevention(2006) Physical Education Curriculum Analysis Tool .Atlanta, GA: Author http://www.cdc.gov/HealthyYouth/physicalactivity/ New Jersey Department of Education (2014) Core Curriculum Content Standards in Comprehensive Health and Physical Education www.nj.gov/education/aps/cccs/chpe/standards.htm American Red Cross JOHPERD, Journal of Physical Education, Recreation and Dance. National Association for Sport and PE www.pecentral.org 	 History Rules/regulations Safety Strategy/systems of play Sportsmanship/Etiquette Defensive and Offensive Strategies Grip of stick Dribble Shuttle drills passes flick/push pass Moving through space- shooting- two lines one ball, pass 2x shoot on open net Individual defending Group/team defending Modified Games Games/Tournaments
Instructional Best P	ractices and Exemplars
 Identifying similarities and differences Summarizing and note taking Reinforcing effort and providing recognition Homework and practice Nonlinguistic representations 	6. Cooperative learning7. Setting objectives and providing feedback8. Generating and testing hypotheses9. Cues, questions, and advance organizers10. Manage response rates

9.1 Personal Financial Literacy - Income And Careers & 9.2 Career Awareness, Exploration, And Preparation - Career Awareness

9.2.12.CAP.6: Identify transferable skills in career choices and design alternative career plans based on those skills.

9.4.12.CI.1: Demonstrate the ability to reflect, analyze, and use creative skills and ideas

9.4.12.TL.3: Analyze the effectiveness of the process and quality of collaborative environments.

The implementation of the 21st Century skills and standards for students of the Winslow Township District is infused in an interdisciplinary format in a variety of curriculum areas that include, English language Arts, Mathematics, School Guidance, Social Studies, Technology, Visual and Performing Arts, Science, Physical Education and Health, and World Language.

Additional opportunities to address 9.1, 9.2 & 9.4:

Philadelphia Mint

https://www.usmint.gov/learn/kids/resources/educational-standards

Different ways to teach Financial Literacy.

https://www.makeuseof.com/tag/10-interactive-financial-websites-teach-kids-money-management-skills/

	Modifications f	For Special Education/504
	ports, Accommodations, and Modi de (but are not limited to) the follow	fications must be provided as stated in IEP, 504 Plan, or CST Team wing:
	Equipment size Pictures Spacing / distance	Modified rules Preferential Seating Modifications to Equipment
	Peer Partnering	Study guides/notes
	Larger print Relaxed rules Safe environment	Modifications of assignments Modifications of due dates Modified Tests/Quizzes
		as for At-Risk Students
 parent notification, basic skills revisions considerations. More time will be a lncrease one on one time Teachers may modify instruction. Oral prompts can be given. Using visual demonstration. 	ew and differentiation strategies. With made available with a certified instruct actions by modeling what the student i s, illustrations, and models	
Give directions/instructions	verbally and in simple written format	

• Peer Support

English Language Learners	Modifications for Gifted Students
 All WIDA Can Do Descriptors can be found at this link: <u>https://wida.wisc.edu/teach/can-do/descriptors</u> Grades 9-12 WIDA Can Do Descriptors: Listening Speaking Reading Writing Oral Language This particular unit has limited language barriers due to the physical nature of the curriculum. The following can be utilized: Review previously learned terminology. Display labeled images of activity/sport terminology. Assign a native language partner. Pointing to objects as you say them, such as 'basketball' or 'racquet' Physically demonstrating something, such as dribbling a basketball Developing non-verbal cues, such as holding up a hand to say 'stop' Using a whistle to indicate start and stop times or errors Referring to a picture or diagram when introducing a new activity 	 Students excelling in mastery of standards will be challenged with complex, high level challenges related to the complexity of the unit requirements. This will include allowing more opportunities to demonstrate creativity. In addition, the following can be utilized: Alternate Learning Activities/Units: Opportunities to pursue alternate activities permit students to engage in new learning and avoid the boredom of repeating instruction or unnecessary practice in skills already mastered. Create and lead the class in a warm up focusing on body alignment, balance, strength, and coordination. Create a detailed report on observations of other students and professional athletes.
Interdisciplina	ry Connections
 ELA NJSLSA.SL1 Prepare for and participate effectively in a range of conversations expressing their own clearly and persuasively. NJSLSA.SL2 Integrate and evaluate information presented in diverse media and quantitatively, and orally. Interdisciplinary Standards RH.6-8.7 Integrate visual information (e.g., in charts, graphs, photographs, RST.6-8.3 Follow precisely a multistep procedure when carrying out experimental experimental explanation based on evidence for the conditions. 	l formats, including visually, videos, or maps) with other information in print and digital texts. iments, taking measurements, or performing technical tasks.

Integration of Computer Science and Design Thinking NJSLS 8

8.1.12.IC.1: Evaluate the ways computing impacts personal, ethical, social, economic, and cultural practices

8.2.12.ED.5: Evaluate the effectiveness of a product or system based on factors that are related to its requirements, specifications, and constraints (e.g., safety, reliability, economic considerations, quality control, environmental concerns, manufacturability, maintenance and repair, ergonomics).

8.1.12.CS.4: Develop guidelines that convey systematic troubleshooting strategies that others can use to identify and fix errors.

8.2.12.ED.1: Use research to design and create a product or system that addresses a problem and make modifications based on input from potential consumers.