

BLOCK PLAN FOR UNIT REVISED

KEY I = Introduction
 WU = Warm-up
 C = Core

CA = Closing Activity
 CD = Closing Discussion

Unit: Basketball 3S

Class Periods: 4

Intro. Dribbling	Review Dribble/ Intro. Passing	Review Passing/ Intro. Set Shot	Review/Skill Assessment and WS
Date: 11/16/11	Date: 11/30/11	Date: 12/7/11	Date: 12/14/11
<p>I. Behavior expectations Intro to unit Outline lesson</p> <p>WU. Bull Dozers and Excavators Static Stretching</p> <p>C. D/E Dribble I -Basic dribbling in open space: whistle freeze-look up, right & left, crossover II -Exploratory Dribble: dribble quiet, loud, tall, short, etc... III -Red Light Green Light</p> <p>CA. Obstacle Dribble</p> <p>CD. Critical Elements for dribbling Address how learning the dribble helps with keeping body and equipment in control</p>	<p>I. Behavior expectations Outline lesson</p> <p>WU. Imaginary Jump Rope Dynamic Stretching</p> <p>C. D/E Dribble -Follow The Leader D/E Bounce Pass -Practice w/ partner D/E Chest Pass -Practice w/ partner</p> <p>CA. UNO Basketball</p> <p>CD. Review critical elements of dribbling, bounce pass, and the chest pass Address how learning the bounce and chest pass helps with keeping body and equipment in control</p>	<p>I. Behavior expectations Outline lesson</p> <p>WU. High Five Activity Static Stretching</p> <p>C. D/E Bounce Pass -bounce pass w/ partner D/E Chest Pass -chest pass w/ partner D/E Set Shot -shoot w/ partner into hula-hoop</p> <p>CA. Tic-Toe-Basketball</p> <p>CD. Review critical elements of dribbling, bounce pass, chest pass, and set shot Address how learning the basketball skills helps with keeping body and equipment in control</p>	<p>I. Behavior expectations Outline lesson Worksheet</p> <p>C. Stations including skill review and assessment</p> <ol style="list-style-type: none"> 1. Dribble around cones 2. Bounce pass w/ partner 3. Chest pass w/ partner 4. Set shot at hoop <p>CA. Card Sharks *If needed</p> <p>CD – Review worksheet -Close unit by asking students What they enjoyed about the unit, what skill they liked, what games they liked, and give group feedback on the unit -Give quick intro. Of shooting games-around the world, Horse, & Knockout</p>