

GAMES FOR LEARNING



Hula Hoop 1

STUDENT TARGETS

- Skill: I will work to maintain my balance during all movement activities.
- Cognitive: I will define and discuss balance.
- movement activities. Fitness: I will work to increase my heart rate during
- Personal & Social Responsibility: I will work safely by following all instructions

TEACHING CUES

- Work Safely
- Respect Self-Space
- Actively Engage
 See Skill Cue Teach Sheets for Skill-Specific Cues

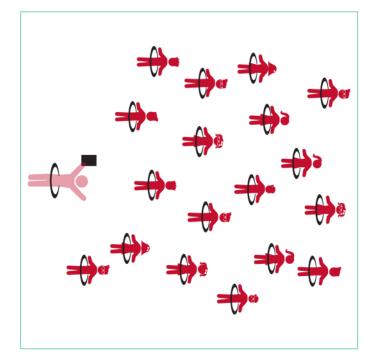
ACTIVITY SET-UP & PROCEDURE

Equipment:

- 1 Hula Hoop per student
- **Hula Hoop Activity Card**
- Up-tempo music

Set-Up:

- <u>.</u> Students scattered in activity area, each with a Hula Hoop.
- Ņ Hula Hoop Activity Card ready on clipboard or tablet.



Activity Procedures:

- Today we're going to have fun exploring movement with Hula Hoops. I will show you a movement activity, and then you'll repeat after me.

 Teachers, use the following activity sequence: 1) Puddles; 2) Walk Around the World; 3) Cliff Hanger; 4) Blast Off; 5) Musical Hoops

Grade Level Progression:

K: Focus on jumping and landing actions while maintaining balance.

1st: Prompt students to perform jumping and landing with developing maturity, focusing on critical elements.

2nd: Prompt students to focus on mature patterns for all locomotor skills used



GAMES FOR LEARNING LOCOMOTOR & MANIPULATIVE SKILLS



Hula Hoop 1

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class Prompt students to create their own movements and challenges to share with the

MODIFICATIONS

0 Many of the hoop challenges can be done with a flat poly spot

ACADEMIC LANGUAGE

Weight, Vertical Balance, Horizontal, Jump, Level, Locomotor Skill, Pathways, Safety, Transfer of

STANDARDS & OUTCOMES ADDRESSED

3 mature pattern (1); Skips using a mature pattern (2). skipping) while maintaining balance (K); Hops, gallops, jogs and slides using a Standard 1 [E1.K-2] Performs locomotor skills (hopping, galloping, running, sliding,

- Demonstrates two of the five critical elements for jumping & landing in a vertical plane (1); Demonstrates four of the five critical elements for jumping & landing in a Standard 1 [E4.K-2] Performs jumping and landing actions with balance (K); vertical plane (2).
- 0 on different bases of support with different body shapes (1). **Standard 2 [E2.K-2]** Travels in three different pathways (K); Travels demonstrating (Ka); Forms wide, narrow, curled, and twisted body shapes (Kb); Maintains stillness Standard 1 [E7.K-1] Maintains momentary stillness on different bases of support
- 3 pathways into simple travel sequences (2). objects (e.g., over, under, around, through) (1b); Combines shapes, levels and low, middle and high levels (1a); Travels demonstrating a variety of relationships with
- 0 feedback from the teacher (S4.E3.2). appropriately to general feedback from the teacher (1); Accepts specific corrective Standard 4 [E3.K-2] Follows instruction/directions when prompted (K); Responds

QUESTIONS DEBRIEF

- **DOK 1:** How would you describe balance?
- 00 **DOK 2:** How does balance affect the way you move?
- **DOK 3:** How can you change the way you move or stand still in order to improve (or keep) your balance?

move?" leads to, "Show me how you can change the way that you move (or stand still) in order to improve (or lose) your balance." physically respond to discussion questions. "How does balance affect the way you experience a variety of movement experiences it's helpful to ask them to verbally and Help students engage in cognitively complex tasks: As students progress and