

## ES FOR LEA



## Roll the Dice

## STUDENT TARGETS

- Skill: I will travel through the activity area at a controlled and moderate pace in order to maintain a safe environment.
- personalized fitness data and reflections. Cognitive: I will complete my Fitness Portfolio with my
- Fitness: I will demonstrate fitness activities that work to improve health-related fitness
- Personal & Social Responsibility: I will listen to and implement teacher suggestions for improvement.

#### TEACHING CUES

- Roll the Dice
- Read the Chart
- Complete the Activity
- Repeat

- **Equipment:**4 jump ro 4 jump ropes
- 12 hula hoops
- 12 exercise bands
- 4 exercise balls
- 2 rulers or yardsticks
- 0000000 2 balls that bounce
- Fitness Dice Charts
- 1 Fitness Portfolio per student

#### Set-Up:

- ropes, hoops, exercise bands, exercise balls, meter sticks, and balls in separate areas. Create safe equipment zones by placing jump
- Ы Lay 6 hoops down in 2 staggered rows, with hoops touching, to create an agility run course
- ယ Scatter 6 other hoops in the activity area, with 1 die and 1 Fitness Dice Chart in each hoop.

### **Activity Procedures:**

- The purpose of the Roll the Dice activity is to review the areas of fitness that we've learned about in this module. During the activity, I'll be meeting with each of you to review fitness test scores and identify areas that you can focus on in order to maintain or improve your fitness.
- Ņ need to complete. turns in a respectful way. After you roll the die, look at the Fitness Dice Chart to see what exercise you'll On the start signal, you and your partner will go to a die and roll it. This is not a race, so be sure to take
- ယ Next, return to any die and roll again. Continue until you hear me say freeze Together, you and your partner will then move to the appropriate equipment and complete the exercise

## **Grade Level Progression:**

3<sup>rd</sup>: Implement the activity as written above

ways that each student can improve. If possible, FITNESSGRAM reports should help guide this healthy fitness zone (HFZ) for each assessment. If possible, print out a FITNESSGRAM report and identify 4th & 5th: During the dice activity, meet with each student. Review student fitness scores and, if possible, the





# GAMES FOR LEARNING FITNESS KNOWLEDGE



#### Roll the Dice

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0 generated activities. As a class or in small groups, create new Fitness Dice Charts with student-

ACADEMIC LANGUAGE

MODIFICATIONS

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from teacher-led demonstrations Roll the dice and complete activities together as a class so students can benefit

Muscular Endurance, Muscular Strength, Agility, Balance, Coordination, Power, Health-Related Fitness, Body Composition, Cardiorespiratory Endurance, Flexibility, Reaction Time, Speed

STANDARDS & OUTCOMES ADDRESSED 3

jogging speed with control of ball and body (3); Dribbles in self-space with both the space with control of ball and body while increasing and decreasing speed (4b). preferred and the non-preferred hand using a mature pattern (4a); Dribbles in general Standard 1 [E17.3-4] Dribbles and travels in general space at slow to moderate

0 strategies for progress in those areas (4b); Analyzes results of fitness assessment needed remediation from personal test and, with teacher assistance, identifies a fitness plan to address ways to use physical activity to enhance fitness (5b). (pre- & post-), comparing results to fitness components for good health (5a); Designs components (3); Completes fitness assessments (pre- & post-)(4a); Identifies areas of Standard 3 [E5.3-5] Demonstrates, with teacher direction, the health-related fitness

0 Standard 4 [E3.3-5] Accepts and implements specific corrective teacher feedback (3); Listens respectfully to corrective feedback from others (e.g., peers, adults) (4); Gives corrective feedback respectfully to peers (5).

0 physical activity (3); Rates the enjoyment of participating in challenging and mastered participating in a favorite physical activity (5). physical activities (4); Expresses (via written essay) the enjoyment and/or challenge of Standard 5 [E2.3-5] Discusses the challenge that comes from learning a new

DEBRIEF QUESTIONS

Use debrief time to complete Physical Education Fitness Portfolios

00 feedback for improvement. FITNESSGRAM reports will help guide discussion. As the students participate in this activity, call individuals or pairs over to you and review fitness test results. If you have FITNESSGRAM, print out individual reports for each student in order to identify where they are in relation to Healthy Fitness Zones (HFZ) and provide

provides a setting in which the teacher can talk with each student and apply fitness emphasizes the cumulative nature of the fitness knowledge material presented. It also Review content: Roll the Dice provides a fun and active review session that concepts to the fitness test results