

<p><b>Before beginning</b>, teachers should offer accommodations specifically mentioned in a student's IEP to support their ability to participate in the activity.</p>		
<p><b>Activity Name:</b> College Game Day</p>	<p><b>Grade Level:</b> 6-8</p>	<p><b>Activity Length:</b> 50 minutes</p>
<p><b>Standard(s) and Grade-Level Outcome(s) or Indicator(s):</b></p> <ul style="list-style-type: none"> <li>• <b>Standard 4</b> Exhibits responsible personal and social behavior that respects self and others.</li> <li>• <b>Standard 5</b> Recognizes the value of physical activity for health, enjoyment, challenge, self-expression and/or social interaction.</li> </ul>		<p><b>Materials Needed:</b></p> <ul style="list-style-type: none"> <li>• 12 beanbags</li> <li>• 6 hoops</li> <li>• 6 big cones</li> <li>• 2 bowling pins</li> <li>• Carrying cases</li> <li>• Frisbees</li> <li>• 3-4 hula hoops</li> <li>• 3-4 nerf balls</li> <li>• Tic-tac-toe markings on gym floor or tarp</li> <li>• 18 Hand Toss Rings</li> <li>• Any other fun equipment from your equipment closet</li> </ul>
<p><b>Objective(s):</b> <i>By the end of the activity, students will be able to...</i></p> <ol style="list-style-type: none"> <li>1. Analyze how well the class followed T.E.A.M (Trust, Effort, Attitude, Manners) during the activity</li> <li>2. Discuss their level of enjoyment and challenge during the activity</li> <li>3. Demonstrate how to use problem solving and critical thinking skills to accomplish a goal</li> <li>4. Respond appropriately to corrective feedback from classmates</li> <li>5. Feel pride in overcoming challenges and accomplishing an established goal</li> </ol>		

### Activity Progression

These are ideas for different games that could be set up for a College Game Day themed field day.

**Cornhole**

Country Origin: Germany

2v2 (teammates on opposite sides)

Players will take alternating throws. A bag in the hoop=1 point and a bag in the base of the cone= 3 points.

\*Keep it simple with straight scoring or more advance with cancel scoring.

Each game will be played to score of 21.

**Polish Horseshoes**

Country Origin: USA

2v2 (teammates on the same side)

The side with the frisbee are the attackers and the other side are the defenders.

Attackers: One of the attackers throws the frisbee towards the pin/pole. If the frisbee falls short of the target, the defenders get to throw from where the frisbee lies. 1 point will be awarded to attackers if the defenders do not catch the frisbee in the air and it reaches at least the distance of the pole. 3 points will be awarded to the attackers if they knock the pin off without the pin being caught. 4 points will be awarded if they knock the pin off and the frisbee hits the ground. Attackers will alternate every time their teams throw (any team with the frisbee become the attackers)

Defenders: Must stay behind the pole on their side. They are trying to catch the frisbee in the air (1 point) and if the bowling pin fall, they must catch the pin as well for (3 points). If they catch the frisbee and the pin then the maximum score of 4 points is awarded. Game is played to 21 (win by 2)

**Spikeball**

Country Origin: USA

A player starts a point by serving the ball down into the hula hoop (or net if you have the actual game) so it ricochets up at their opponents. The returning team has up to 3 hits between them (think bump, set, spike) to return the ball back onto the net. The rally continues until a team can't return the ball onto the net within their three touches. A point is

awarded each time the game has stopped for a serve. Teams will play to 21 and must win by at least 2 points. If a ball hits the rim of the hoop (fault) then a reserve will take place. The second fault in a row results as a point for the other team. Once the ball is in play, the players can move anywhere around the hoop. They do not have to stay on the side it is served from. Game is played to 21 (win by 2)

### **Tic-Tac-Toe**

Country Origin: Ancient Roman Empire

Equipment: 3 beanbags of the same color per team (total of 6)

Teams will start by splitting themselves in to two teams of 3-5 kids. Teams will only use 3 beanbags

First person in each line will say go, and race to the Tic-tac-Toe board and lay down their first beanbag. They will return back to their team, and tag their teammate for them to take off and place a beanbag in the square of their choice, and so on, trying to get 3 in a row for (TIC TAC TOE).

If TIC TAC TOE is unsuccessful within those 4 turns, the next players running will remove ONE of their items to an empty space until TIC TAC TOE is successful.

### **Ring Toss**

Country Origin: India

Equipment: 3 Big cones, 3 rings of the same color for each team (total of 18)

Students stand about 6 feet away from the cone – marked by a polyspot or cone.

The first player throws three rings of the same color, one at a time, at the opposite cone. The second player then throws his/her three rings which are another color. Players play in the same order throughout the game. After throwing at the cone, players go retrieve their rings and hand them off to the next person in line and continue to take turns. Each team is responsible for keeping up with their points.

Scoring - 3 points if it lands completely on the top of the cone, and 1 point if it lands on the bottom of the cone or leans against it. Each game is played to 11!

### **Futnet**

Country Origin: Czech Republic

Equipment: 3-4 hula hoops, 3-4 nerf balls

Compete on teams of 4-6 kids per team. Players can use their feet, head, thighs, and chest...but no hands. Each team has a maximum of 3 touches to return the Kick it to the other side

Each game is played to 21 (must win by 2)

### **9 Square in the Air**

Country Origin: USA

The player in the center square serves the ball to any other square. The player receiving the ball must hit the ball out of their square into another square. Each player is allowed to hit the ball once per turn. Play continues in this pattern until someone is eliminated. A player is out if they fail to: fail to return the ball to another square, hit the ball out of the entire game structure, they double hit the ball, or touch the game structure. The player who gets eliminated will exit the game and get in line and waits to enter the game. The remaining players will advance forward in a clockwise manner to fill the empty square, and a new player will enter square 1. Once the 9 squares are filled, the player in square 9 (center square) will serve the ball. You can choose to play this game in fair play mode or competitive mode. Fair play allows your students to have fun and enjoy their time together. Competitive mode allows you to choose if you want to have a winner based on who gets the most points in a certain time limit, or set a goal for the winner to get to a certain amount of points to be the final winner. If there's a tie, we solve it with RPS. (**Today - We are going to play this game in competitive mode, with the winner being who has the points by the end of this session**).

### **Kan Jam**

Country Origin: USA

Equipment: 2 - Kan Jam buckets, foam frisbee, pinnies

Players must remain behind the goal when throwing. No points are awarded if the player crosses the line. There are no points awarded when a throw hits the ground before striking the goal. Deflectors can move anywhere within the playing area to redirect the disk. No score will result if a deflector double hits, catches, or carries the disk. Three points will be awarded if an opponent interferes with play or defends the goal. If the score is 19 or 20, 1 or 2 points are awarded. A

team must reach an exact score of 21 points to win. If a given throw results in points that raise a team's total score above 21, their score will automatically be reset to 15 points. Teams must complete an equal number of turns before the game is over. Except when an Instant Win is thrown, the team with "the hammer"(last toss) will always get to throw last. In the event of a tie game, the winner is decided in a tiebreaker method of overtime. Each team completes one round of throws and the team with the most points wins. Overtime rounds continue until the tie is broken. Scoring- 1 point is awarded for a teammate deflecting the frisbee and it hits the bucket. 2 points are awarded for a player throwing the frisbee and hitting the bucket without the assistance of their teammate (out of the air). 3 points are awarded for a throw that is deflected into the top of the bucket. Instant Win is when a player throws the frisbee through the slit in the front of the bucket, without the assistance of their partner.

#### Modifications/Differentiations

- This activity lends itself well to the Unified PE concept because all students are working together to accomplish a single task and goal so I usually do not have to make many modifications because all the students work hand in hand to get across the gym to safety
- Utilize music for starting and stopping tasks, or visual components for students that are Hard-Of-Hearing
- You can do some or all of the above games, and spread them out over a week or just a day
- Consider having more than one of each game set up so that students are not waiting around to join a game too long

#### Checks for Understanding/Assessment Strategies

- Class concludes with a class discussion about the challenges they faced, what solutions they found worked best, and how they felt during the activity and afterwards
- Students assess how well they felt the class followed T.E.A.M