

LESSON PLAN: **BASKETBALL**: YEAR 5: WEEK 6

LESSON OBJECTIVE: To link all skills learnt and put them into a game.

WARM UP (10 MINS)

Student led warm up: In groups of 5 students will perform a pulse raiser, a relevant basketball activity and stretches. Higher ability / G&T students can take on leadership roles in each group.

MAIN LESSON & GAME/COMPETITION (35 MINS)

Round Robin Tournament

Split the class into 4 teams of equalling ability, teams will play each other in 5 minute matches.

Rules

- Teams will receive 2 points for every successful basket.
- 1 point will be given for hitting the rim without the ball going in.
- If the ball goes out of play, it is restarted with a pass.
- 2 points for a win, 1 for a draw and 0 for a loss.
- At the end of the games team who have the most points wins. If there is a tie, the 2 team's joint on points play 1 minute of golden goal to see who the overall winner is.

EQUIPMENT

- Balls
- Bibs
- Cones
- Hoops x 4
- Score chart

KEYWORDS

- Attacking
- Defending
- Organisation
- Positioning
- Team-work

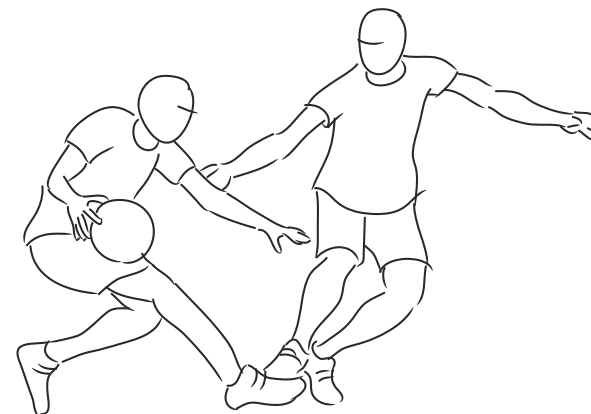
DIFFERENTIATION

LESS ABLE

- Can stand closer to the basket when shooting.
- Can have a protective 'bubble' around them during gameplay.

MORE ABLE

- Stand further away from the basket when shooting.
- Only allowed to hold onto the ball for a certain amount of time during gameplay.



ASSESSMENT FOR LEARNING

CRITERIA		SKILLS
Fundamental Skills & Movement	7	Can they perform the skills learnt to a high ability?
	6	Can they perform the skills learnt with a certain degree of control?
	5	Can they perform some of the skills learnt, with very little control?
Tactics, Rules & Teamwork	7	Works with a partner and demonstrates knowledge and understanding of the task.
	6	Can work with a partner and understands the task.
	5	Starts communicating with a partner.
Show & Link	7	Can they link: dribbling, passing, shooting, attacking and defending successfully in a game?
	6	Can they show and link: ling, passing, shooting, attacking and defending in a game?
	5	Show they can perform some of the skills learnt over the term in a game.
Describe Ways to Improve	7	Are able to describe and improve performance.
	6	Are able to describe performance.
	5	Are able to see differences in performance against a simple model.
Fitness & Health	7	Shows a solid understanding of why physical activity has health benefits.
	6	Has some knowledge of why physical activity has health benefits.
	5	Has little knowledge of why physical activity has health benefits.