

MODULE OVERVIEW

ABOUT THIS MODULE

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Roundnet is the sport played with Spikeball® equipment. This module works toward the SHAPE America Middle School Outcomes for Net/Wall Games, more specifically serving, striking, and tactics. There is also a significant focus on personal and social behavior.

Roundnet is a fast-paced and fun game with which many students have very little (if any) prior experience. This helps to level the playing field for many who may feel apprehensive about participating in other sports in which their classmates have already acquired skill through years of prior participation.

NATIONAL STANDARDS AND OUTCOMES FOCUS

Standard 1. Demonstrates competency in a variety of motor skills and movement patterns.

- ✔ **Outcome M13.6-8.** Strikes with a mature overarm pattern in a non-dynamic environment for net/wall games such as volleyball, handball, badminton, or tennis (6); Strikes with a mature overarm pattern in a dynamic environment for net/wall games such as volleyball, handball, badminton, or tennis (7); Strikes with a mature overarm pattern in a modified game for net/wall games such as volleyball, handball, badminton, or tennis (8).

Standard 2. Applies knowledge of concepts, principles, strategies and tactics related to movement and performance.

- ✔ **Outcome M8.6-8.** Reduces offensive options for opponents by returning to mid-court position (6); Selects offensive shot based on opponent's location (hit where opponent is not) (7); Varies placement, force, and timing of return to prevent anticipation by opponent (8).

Standard 3. Demonstrates the knowledge and skills to achieve and maintain a health-enhancing level of physical activity and fitness.

- ✔ **Outcome M7.6-8.** Identifies the components of skill-related fitness (6); Distinguishes between health-related and skill-related fitness (7); Compares and contrasts health-related fitness components (8).

Standard 4. Exhibits responsible personal and social behavior that respects self and others.

- ✔ **Outcome M4.6-8.** Accepts differences among classmates in physical development, maturation, and varying skill levels by providing encouragement and positive feedback (6); Demonstrates cooperation skills by establishing rules and guidelines for resolving conflicts (7); Responds appropriately to participants' ethical and unethical behavior during physical activity by using rules and guidelines for resolving conflicts (8).

Standard 5. Recognizes the value of physical activity for health, enjoyment, challenge, self-expression, and/or social interaction.

- ✔ **Outcome M6.6-8.** Demonstrates respect for self and others in activities and games by following the rules, encouraging others, and playing within the spirit of the game or activity (6); Demonstrates the importance of social interaction by helping and encouraging others, avoiding trash talk, and providing support to classmates (7); Demonstrates respect for self by asking for help and helping others in various physical activities. (8).

NOTE: Additional standards and outcomes addressed are specified on each activity plan.

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PLANNING
COMPLETE
LESSONS

Each skill-building activity in this module is meant to be one part of a complete lesson. The authors recommend the following formula for creating a 30 to 45 minute lesson:

Instant Activity (not on block plan)	<i>5-10 minutes</i>
+ Skill Activity with Debrief	<i>10-15 minutes</i>
+ Skill Activity with Debrief	<i>10-15 minutes</i>
+ Check for Understanding	<i>5 minutes</i>

Important: Suggestions are what they say they are – *suggestions*. All OPEN materials are offered in MS Word format so that you can easily modify our suggestions to meet the needs of your students.

ASSESSMENT

Two types of assessment are provided as a part of this module. However, there are many different ways for teachers and students to assess and evaluate student learning and skill development.

HOLISTIC
RUBRIC
FOR
PERFORMANCE

The Holistic Rubric can be used as both a formative and summative assessment within the module. Providing students with the rubric's criteria early in the module will allow for discussion and formative evaluation throughout activities and lessons.

The Holistic Rubric separates skill and PSR characteristics, providing two sets of criteria to be evaluated separately. This rubric can be completed in full during the Module's tournament days, providing a final holistic evaluation of each student's performance.

ACADEMIC
LANGUAGE
QUIZ

A short academic language quiz is provided as a knowledge-based assessment. Each quiz is designed to provide a basic assessment of student understanding of a few of the module's critical academic language vocabulary words. We encourage you to use this format to create your own custom quizzes.

The format of each question has been written and optimized for use with Plickers data collection tool available for Apple and Android devices. To learn more about Plickers visit: www.plickers.com

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SUGGESTED BLOCK PLAN

Lesson	Skill Activity	Suggested Academic Language
1	Self-Passing Challenges + Spikeball® Bounce & Catch	Above-Chest Pass, Below-Chest Pass, Athletic Stance, Control, Demonstrate, Skill-Related Fitness, Feedback, Accuracy, Force, Practice, Improve, Safety
2	Self-Passing Challenges + Partner Passing Plays	Accuracy, Balance, Encouragement, Feedback, Transfer Weight
3	Partner Passing Plays + Rally Time	Spike, Strike, Health-Related Fitness, Skill-Related Fitness, Positive Environment, Rally
4	Partner Passing Pentathlon + Rally Time	Accuracy, Pentathlon, Data, Effort, Improve
5	Partner Passing Plays + Partner Passing Pentathlon	Accuracy, Pentathlon, Data, Effort, Improve
6	Selfie Spikes + Spiking Pentathlon	Coordination, Mature, Spike, Strike, Plan of Action, Positive Environment
7	Selfie Spikes + Spiking Pentathlon	Spike, Mature, Data, Effort, Feedback, Communication Skills
8	Make 'em Move + Rally Time	Placement, Offense, Defense, Force, Timing, Etiquette, Opponent
9	Anticipate & Position + Roundnet 4 Rookies	Analyze, Anticipation, Athletic Stance, Positioning, Predict, Offense, Defense, Return
10	Team Tactics + Roundnet 4 Rookies or Roundnet 4 Pros (student choice)	Combine, Positioning, Tactic, Self-Officiating, Serve, Social Interaction, Spirit of the Game, Strategy, Placement, Force, Timing, Effective, Cooperation
11	Rally Time + Tournament Day	Combine, Tactics, Etiquette, Spirit of the Game, Tournament
12	Rally Time + Tournament Day	Academic Language Review