



SWITCH

STUDENT TARGETS

- **Skill:** I will demonstrate throwing and catching cues to pass and shoot accurately.
- **Cognitive:** I will identify and discuss basic skills and strategies needed to gain an offensive advantage.
- **Fitness:** I will remain actively engaged throughout the activity.
- **Personal & Social Responsibility:** I will communicate with teammates using positive and encouraging language.

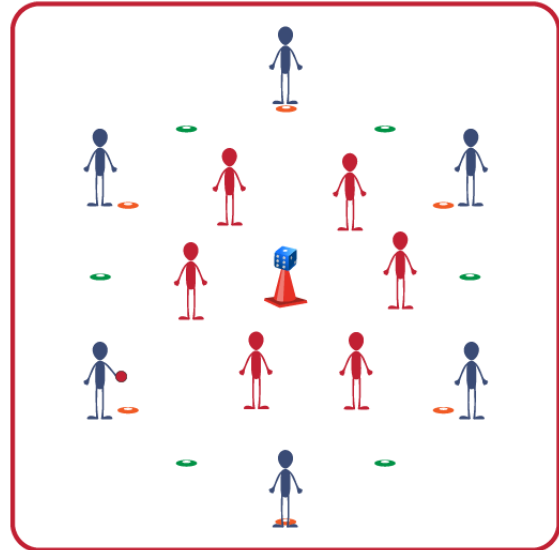
EQUIPMENT & SET-UP

Equipment:

- 1 target per 12 students (cone with a ball or die on top)
- 1 ball per 12 students
- 8-12 spot markers per 12 students
- 6 pinnies or colored wristbands (same color) per 12 students

Set-Up:

1. Create 1 activity area per 12 students with a target in the center of each area.
2. Use spot markers to create a shooting circle 6-8 feet from target. This delineates the offensive area (outside of the spots) and the defensive area (inside the spots).
3. Create teams of 6 students. One team begins inside the spots on defense and one team begins outside the spots on offense.
4. One team will begin with pinnies or colored wristbands to identify their team.



ACTIVITY PROCEDURES

1. This activity is called Switch. The object of the game is for the offense to score a goal (teacher's choice: soccer, handball, or basketball style). Three passes must be made before a shot is taken at the target.
2. When a goal is scored or an interception is made (defense gains possession), players yell "SWITCH!" On this signal, teams switch positions; offense becomes defense and defense becomes offense. But remember, play doesn't stop while players rotate in/out so you will need to move quickly and be ready!
3. Defensive teams must stay inside the spot markers but may move throughout the defensive area. Offense must stay outside spot markers but may move throughout the offensive area. If a player breaks this rule 3 times, she/he must sit out for 1 minute while the other team has a Power Play.
4. Continue play until you hear the stop signal.

GRADE LEVEL PROGRESSION

- **Level 1:** Play as described above.
- **Level 2:** Add a second ball to the activity.

TEACHING CUES

- **Cue 1:** Move quickly when switching between offense and defense to get into position.
- **Cue 2:** Use communication skills to help your team work together successfully.
- **Cue 3:** Use encouraging language with your teammates.



SWITCH (continued...)

UNIVERSAL DESIGN FOR LEARNING

- **UDL 1:** Increase/decrease the size of the activity space as needed.
- **UDL 2:** Use modified equipment as needed.
- **UDL 3:** Use verbal cues and visual aids, along with demonstrations.
- **UDL 4:** Use peer partners as appropriate.
- **UDL 5:** Allow teammates to hand ball off rather than passing/tossing if needed.

ACADEMIC LANGUAGE

Pass, Shoot, Advantage, Accuracy

PRIORITY OUTCOMES

Movement Concepts:

- Analyzes movement and activity situations and makes adjustments with a specific purpose or to create a strategic advantage.

DEBRIEF QUESTIONS

- **DOK1:** What does it mean to have an offensive advantage?
- **DOK 2:** What skills and strategies help you gain an offensive advantage?
- **DOK 3:** How is ball movement (passing) related to gaining an offensive advantage?