



TEAM HANDBALL

STUDENT TARGETS

- **Skill:** I will use a combination of skills and movement concepts.
- **Cognitive:** I will identify strategies to create open space.
- **Fitness:** I will remain actively engaged in order to enhance my fitness level.
- **Personal & Social Responsibility:** I will work safely and with consideration for others.

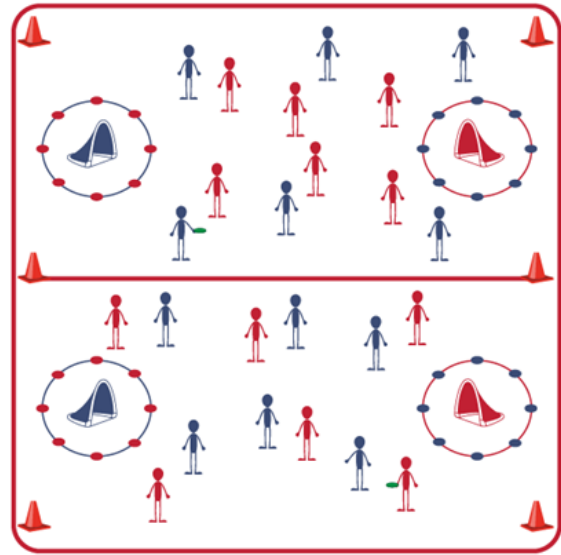
EQUIPMENT & SET-UP

Equipment:

- 2 goals per 12 students
- 1 ball per 12 students
- 12 spot markers per goal
- 4 large cones per activity space
- 6 pinnies or colored wrist bands per 12 students

Set-Up:

- Create a large activity area using large cones.
- Set up goals 5-8 feet from each end line.
- Create a shooting circle around each goal using spot markers.
- Create teams of 6 students, with 2 teams beginning in each activity space.
- One team in each activity area will begin wearing pinnies or colored wrist bands.



ACTIVITY PROCEDURES

1. This activity is called Team Handball. The object of the game is for your team to score more points than your opponent scores before the stop signal. You'll use the skills and strategies we've learned in previous activities to work as a team on both offense and defense.
2. There are a few important rules:
 - A point is scored each time the ball goes in the other team's goal.
 - Play begins with a throw from midfield: the starting player stands at midfield and passes to a teammate. This starts the game and is the way players should restart play after each goal.
 - If the ball goes out of bounds, restart with a throw-in: a player standing on the sideline or end line throws the ball to a teammate who is in bounds.
 - Defense must be 5 paces away from the player performing every throw-off and throw-in.
 - No contact between players is allowed. Defense must stay an arms-length from the player with the ball.
 - Defense cannot touch the ball when an offensive player has control.
 - Passes and shots can be intercepted/knocked down with hands and arms.
 - Offense can take 3 steps with the ball and/or hold the ball for no more than 3 seconds.

GRADE LEVEL PROGRESSION

- **Level 1:** Complete activity as described above.
- **Level 2:** Change possession if the ball hits the ground after a pass (a shot at the goal is not considered a pass).

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.



TEAM HANDBALL (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

Open Space, Movement Concepts, Strategy

PRIORITY OUTCOMES

Movement Concepts:

- Creates open space to create an advantage or with a specific purpose in dance, fitness, and sports activities.
- Closes space to create an advantage or with a specific purpose in dance, fitness, and sports activities.

DEBRIEF QUESTIONS

- **DOK1:** What does it mean to create open space during an invasion game?
- **DOK 2:** How does creating open space affect an offense? How does it affect a defense?
- **DOK 3:** What does the defense have to do to close space?