



## PARTNER PASS AND CHASE

### STUDENT TARGETS

- **Skill:** I will combine traveling with manipulative skills to safely chase or flee from my partner.
- **Cognitive:** I will identify ways to safely move when chasing or fleeing.
- **Fitness:** I will stay actively engaged during the activity.
- **Personal & Social Responsibility:** I will describe the positive social interactions that come when engaged with others in physical activity.

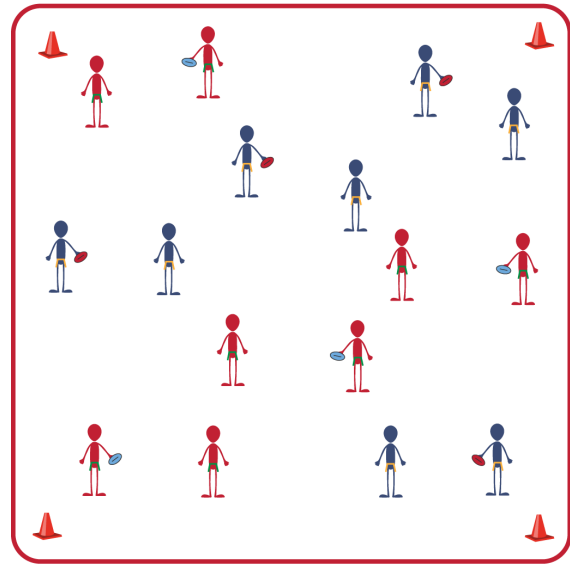
### EQUIPMENT & SET-UP

#### Equipment:

- 1 ball or tossable object per 2 students (e.g., foam ball, bean bag)
- 1 flag belt per student
- 4 cones for boundaries
- Music and music player

#### Set-Up:

- Create groups of 2 students. All students will be wearing a flag belt.
- Each group spreads out in the activity space with 1 ball or tossable object.
- Each group will begin approximately 15 feet (5 yards) apart.
- Set up boundaries with the 4 cones.



### ACTIVITY PROCEDURES

1. This activity is called Partner Pass and Chase. The object of the game is for the person with the ball to flee and avoid getting their flag pulled when the music stops.
2. You will begin facing your partner. When the music starts, you begin overhand passing the ball with your group.
3. When the music stops, the person with the ball must immediately (and safely) move away from their partner who is trying to pull their flag. The defenders will have 10 seconds (counted by the teacher) to catch and pull the flag.
4. 1 point is earned each time the person with the ball is able to successfully flee from their partners and not get their flag pulled. 1 point is earned by the defender if they are able to successfully catch and pull a flag within the 10 seconds.
5. Once you hear the stop signal, the partner currently holding the ball will move and find a new group before we reset and play another round.

### GRADE LEVEL PROGRESSION

- **Grade 3:** Play as described above.
- **Grades 4 & 5:** Allow anyone without a ball to pull the flag of anyone who does have a ball when the music stops.

### TEACHING CUES

- **Cue 1:** Communicate with your teammates using positive language.
- **Cue 2:** Pull down on the flag when trying to pull the flag belt from your partner.
- **Cue 3:** Be aware of your surroundings and keep your eyes up in order to move safely through the activity space.
- **Cue 4:** Remember to show respect and hand the flag back to your partner after you pull it.



## PARTNER PASS AND CHASE (continued...)

### UNIVERSAL DESIGN FOR LEARNING

- **UDL 1:** Allow students to use objects of different sizes, colors, weights, and textures.
- **UDL 2:** Decrease the size of the activity space if needed.
- **UDL 3:** Use peer partners as needed.
- **UDL 4:** Provide verbal cues and visual demonstrations for each challenge.

### ACADEMIC LANGUAGE

Pass, Agility, Safety, Chase, Flee

### PRIORITY OUTCOMES

#### **Locomotor Skills:**

- Combines traveling with manipulative skills in a variety of small-sided games and practice tasks.

#### **Social Interaction:**

- Describes the positive social interactions that come when engaged with others in physical activity.

### DEBRIEF QUESTIONS

- **DOK 1:** How would you describe what agility looks like?
- **DOK 2:** What are some ways that agility is used to move safely during Flag Football activities or games?