



HOOP BALL

STUDENT TARGETS

- **Skill:** I will demonstrate a variety of Hoop Ball skills during small-sided games.
- **Cognitive:** I will identify offensive and defensive strategies needed for team success.
- **Fitness:** I will be actively engaged during each Hoop Ball game.
- **Personal & Social Responsibility:** I will demonstrate respect for myself and my classmates by following the rules of the game and encouraging others.

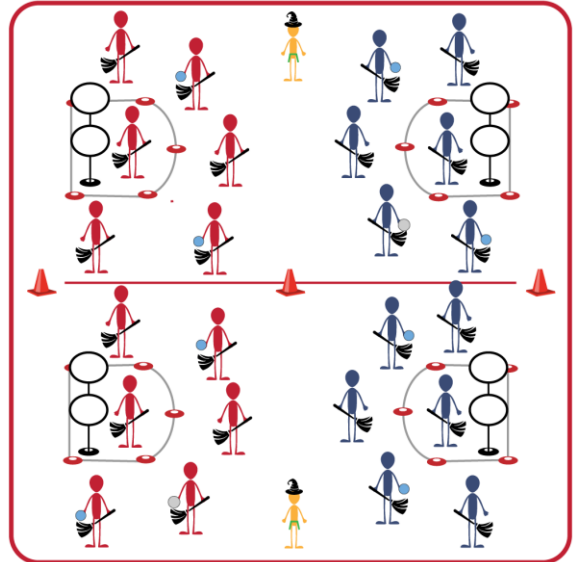
EQUIPMENT & SET-UP

Equipment:

- 2 hoop targets per team (hula hoop & slot cones, or a disc golf target)
- 1 broomstick per student (pool noodle or stick)
- 1 quaffle per 2 teams (deflated volleyball)
- Spot markers for Keeper Boxes for each game
- Cones to create grids
- 2 Bludgers (foam balls) for each team
- 1 flag belt (or scarf) for each game
- Hoop Ball positions and rules posters

Set-Up:

- Create teams of 6-8 students. Pair up 2 even teams in each grid (e.g., 6v6, 7v7). Assign one student to be the Snitch (wearing a flag belt and not playing for either team) in each grid.
- Create a large activity space with grids. Add 2 hoop targets on each end of the grids and use spot markers to create a Keeper's box. Use cones to delineate the activity space for each group's grid.
- Each student begins with a broomstick. Each team begins with 2 Bludgers and 1 quaffle.



ACTIVITY PROCEDURES

1. This activity is called Hoop Ball! If you are familiar with Harry Potter, you will see this activity resembles Quidditch. The object of Hoop Ball is to try and score points by throwing the quaffle through one of the other team's hoop target or pulling the flag of the Snitch.
2. Teams will begin on opposite ends of their activity space facing their opponents. Each student will have a broomstick and teams will play Rock, Paper, Scissors to determine who will begin with the quaffle. One person from each team will begin as the Keeper and stay in the Keeper's Box.
3. Each team will identify the following team roles: 2 Beaters; 1 Seeker; all other team members are Chasers. **Teacher Note: use the Hoop Ball Positions & Rules posters to review the positions and the rules before the game begins.**
4. The teacher will select one student to be the Snitch, and they are identified with a flag belt. If a Seeker pulls the flag belt of the Snitch it ends the game.
5. On the start signal, the team beginning on offense with the quaffle will begin moving the ball down the pitch by throwing and catching with teammates as they move towards the hoop target. Offensive players are allowed to pass or run when they have the quaffle.





HOOP BALL (continued...)

6. Only the designated Keeper for each team is allowed in the Keeper's box. Any attempt to throw the quaffle through the hoop target to score must occur from outside of the Keeper box. The Beaters (taggers) will hold a Bludger (foam ball) but cannot throw it. Beaters can tag Chasers or Beaters, but not Keepers. If you are tagged by the Beater you must run to your hoop target and tag it before re-entering the game.
7. If a Chaser is tagged and they have the quaffle, they must place it on the ground, and are not able to throw or pass it to a teammate.
8. If the ball hits the ground, either team can pick it up and begin moving toward the hoop target to score.
9. After a score, the other team will begin with the ball as both teams "reset" and begin in their Keeper box.

GRADE LEVEL PROGRESSION

- **Grade 6:** Play the activity as described above. Each grid can be increased or decreased in size as needed.
- **Grades 7-8:** Increase the number of hoop targets to three for each team.

TEACHING CUES

- **Strategy:** Apply the skills and strategies we have practiced.
- **Communication:** Use verbal and non-verbal communication with your teammates as needed.
- **Encouragement:** Help and encourage others by demonstrating kindness and using supportive language.

UNIVERSAL DESIGN FOR LEARNING

- **UDL 1:** Use different types of balls as the quaffle that will increase success.
- **UDL 2:** Increase the size of the hoop target or remove the hoop target all together if needed.
- **UDL 3:** Allow for peer partners to work together.
- **UDL 4:** Use brightly colored cones and equipment to mark the pathways and targets.
- **UDL 5:** Use both verbal and visual instructions (e.g., task cards, demonstrations).

ACADEMIC LANGUAGE

Integrity, Cooperation, Enthusiasm

PRIORITY OUTCOMES

Social Interaction:

- 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.

Etiquette:

- Demonstrates knowledge of rules and etiquette by self-officiating modified physical activities/games.

DEBRIEF QUESTIONS

- **DOK 1:** What is integrity?
- **DOK 2:** Why is integrity important in physical activity or competitive settings?
- **DOK 3:** How is integrity related to the enjoyment of everyone playing Hoop Ball?

