

Lesson 6 of 6

Paddle Games

EQUIPMENT

paddles (one per student) » variety of balls; e.g., balloons, tennis, sponge, or beach » pylons » ropes » hoops » index cards » pencils

Warm It Up

PICKLE WAS A SAUSAGE DOG

Create courts that are long and narrow (*sausage dog*) in the activity area. Instruct each student to get a paddle and stand in one half of a court. Briefly review the rules of the game and provide time for students to play *Pickle Was a Sausage Dog* (refer to lesson 5). Stop play frequently to rotate courts and allow students to play against a number of different opponents.

ABCD's of Physical Education



RELATED RESOURCES

- Ready –To-Use P.E. Activities for Grades K-2 (LRC# 257180) or Grades 3-4 (LRC# 257198), J. Landy & M. Landy, 1992, www.lrc.education.gov.ab.ca



Safety First!

See Safety Guidelines pages 99-100.



| Activity | |
|-----------------------------|-------|
| Basic Skills | |
| Application of Basic Skills | A2-10 |

Clues that students are achieving the outcome...

“Students will create and play body and space awareness games” *K-12 Physical Education Program of Studies, Alberta Learning, 2000.*

- Students can create a paddle game with a partner
- Students can play paddle games created by peers



Whoop It Up

CREATE A GAME

Students will work with their last partner from the warm up activity to create a paddle game. The skills and strategies learned, and the equipment used in previous lessons should be incorporated into the created games. Assign each pair a space in the activity area and allow time for the creation of a game. Provide the following guidelines:

The game must...

- Be played on a court and involve a net
- Encourage proper grip and stance
- Have a way to start and restart
- Include rules for scoring points
- Be safe to play in the designated area
- Have a name

Provide a choice of paddles, balls, balloons and court markers, as well as ropes, pylons or hoops to create a net. Although the activities in previous lessons have not included play off a wall, some students may be encouraged to include play off a wall in the paddle games they create. Provide pencils and index cards on which students can name, describe or draw a picture of their game.



Safety First!

See Safety Guidelines pages 99-100.



Activity

Wrap It Up

SHOW AND SHARE

Instruct each pair to meet with another pair and take turns teaching and playing the created paddle games. If time permits, switch partners again to allow students to share their game with two different groups and to learn two new paddle games. Collect the index cards and have each group return their equipment to a designated area. Consider allowing additional class time for students to share their created games, or make the index cards and equipment available during recess and lunch breaks for students to play, or choose to play a created paddle game as a warm up to other physical education classes.