Physical Education Unit 7: Floor Hockey

Essential Understandings	 There are benefits to physical activity, cooperation, and team work.
Essential Questions	 What is slashing? What is body checking? What is a hat trick? What is a power play?
Essential Knowledge	 Basic Rules Six players on a team including the goalie. Goalie should wear a glove and protective eye wear. Goalie may toss puck out after a save, but puck must land before center line of court. Players must be spread out in offensive and defensive positions. Start the game and after every goal with a face off. No one (offensive or defensive players) may be in the goalie box. Only sticks may reach past the crease line. Any dangerous play results in a 2 minute penalty box time out. Catch high pucks and drop it to floor immediately. Scoring Call own violations to encourage fair play. Include all teammates in game. No "hogging" the puck. Safety Pay attention to puck movement to prevent injury. Call violations to prevent aggressive behavior. Enforce penalty time outs. No sticks above the waist. Keep hands apart gripping stick to control wild stick. No checking.
Vocabulary	 <u>Terms</u>: O Hat trick; body checking; slashing; goalie box; high stick;
Essential Skills	 Demonstrate appropriate dribbling, passing, and shooting skills. Demonstrate good sportsmanship and ability to work with a team. Demonstrate stopping puck on a pass. Demonstrate face-off.
Related Maine Learning	Health and Physical Education G. Movement/Motor Skills and Knowledge

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Results	G1. Stability and Force	
	Students change their motion and the motion of objects by	
	applying the principles of stability and force during skill	
	practice.	
	a. Demonstrate the principle of opposition.	
	b. Demonstrate how the point of contact changes the path	
	of an object.	
	 c. Demonstrate how the point of release changes the path of an object. 	
	d. Demonstrate lifts and actions that decrease risk for injury.	
	G2. Movement and Skills	
	Students demonstrate motor skills and manipulative skills	
	during drills or modified games/physical activities.	
	G3. Skill-Related Fitness Components	
	Students describe the following skill-related components:	
	balance, coordination, agility, speed, and power.	
	G4. Skill Improvement	
	Students explain how specific, positive, and correct	
	feedback affect skill improvement.	
	I. Personal and Social Skills and Knowledge	
	I1. Cooperative Skills	
	Students demonstrate cooperative and inclusive skills while	
	participating in physical activities.	
	a. Work together as a team.	
	b. Respond appropriately to peer pressure.	
	c. Manage conflict.	
	d. Engage peers respectfully in activities.	
	I2. Students demonstrate responsible personal behaviors while participating in physical activities.	
	I3. Safety Rules and Rules of Play	
	Students describe game/physical activity rules and safety	
	rules and their purpose.	
	a. Explain the purpose for modifying playing rules in	
	specified situations.	
	b. Explain the safety rules and possible risks associated	
	with specific games/physical activities.	
Sample	 Basic games of 6 – 7 players, stopping to re-teach positions; skills; 	
Lessons	safety. Games will be 9 – 10 minutes with each opponent.	
And	 All players must change positions played upon switching 	
Activities	opponents.	
Sample	 Classroom/field observation of stick grip. 	
Classroom	 Skills checklist during observation of games. 	
Assessment		
Methods	- Dublicationer	
	<u>Publications:</u>	

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Sample	 PE Games & Activities Kit for Grades 6 – 12, Lumsden
Resources	 <u>Student-Centered Physical Education</u> – Smith, Cesaro
ammanuel fall 2012	

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