

**Physical Education**  
**Unit 14: Recreational Lawn Games**  
**Horseshoes, Croquet, Bocce, & Ring Toss**

<b>Essential Understandings</b>	<ul style="list-style-type: none"> <li>▪ Students will learn the benefits of recreational lawn games as a lifetime recreational activity.</li> </ul>
<b>Essential Questions</b>	<ul style="list-style-type: none"> <li>▪ What are the basic skills of horseshoes, croquet, bocce, and ring toss?</li> <li>▪ What are the basic rules of horseshoes, croquet, bocce, and ring toss?</li> </ul>
<b>Essential Knowledge</b>	<ul style="list-style-type: none"> <li>▪ <b>Basic Rules:</b></li> <li>    <u><b>Croquet</b></u> <ul style="list-style-type: none"> <li>○ Can be played individually or in small teams of 2 – 4.</li> <li>○ Played with a mallet, 2 stakes, 9 wickets, and 4 – 6 balls.</li> <li>○ A player cannot hit another player’s ball with his/her mallet.</li> <li>○ A player only goes once per turn unless they correctly go through a wicket or hit a turning stake.</li> <li>○ The color of balls and order of play is determined by a coin toss.</li> </ul> </li> <li>    <u><b>Horseshoes</b></u> <ul style="list-style-type: none"> <li>○ Two players compete against each other from the same end.</li> <li>○ The first player pitches both shoes, followed by the opponent.</li> <li>○ Opponents will alternate pitching first each inning.</li> <li>○ Each ringer thrown will score three points.</li> <li>○ Any shoe that remains within six inches of the stake, regardless of the opponent’s shoes, will receive one point.</li> <li>○ Whichever player accumulates the most points after completing 10 innings (20 pitches) is the winner.</li> <li>○ Ties are decided by pitching an extra inning.</li> </ul> </li> <li>    <u><b>Bocce</b></u> <ul style="list-style-type: none"> <li>○ Form 2 teams of 2 players per team.</li> <li>○ A member of team A places the “jack” (target ball) anywhere from side to side on the midling. The same player now rolls two balls as close to the target as possible.</li> <li>○ Next, a player from team B attempts to roll two balls nearer to the jack.</li> <li>○ The second player from team A rolls, and finally the last player from team B.</li> <li>○ A player may not step past the end line before releasing the ball.</li> <li>○ A ball may be rolled or bowled in any manner.</li> <li>○ Measure the balls from their outer distance. (Use heel-to-toe</li> </ul> </li> </ul>

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	<p>steps to measure the distances if two balls are close.)</p> <ul style="list-style-type: none"> <li>○ Any ball that is closer than the opposition's scores one point.</li> <li>○ Ties between two balls of opposing teams will cancel each other.</li> <li>○ The team that scores will toss the jack to begin the next frame. This gives the advantage (hammer) to the opposition.</li> <li>○ Any ball that rolls or is hit out-of-bounds is eliminated.</li> <li>○ First team to attain 15 points is declared the winner.</li> </ul> <p><u>Ring Toss</u></p> <ul style="list-style-type: none"> <li>○ Mark lines to set distance from ring toss stand for players.</li> <li>○ 2 teams with 1 – 2 players per team.</li> <li>○ 1 player from each team takes a turn throwing his/her 2 rings.</li> <li>○ Keep track of points scored per team.</li> <li>○ Second player from each team takes a turn with points added to previous score of teammate.</li> <li>○ Play 4 complete rounds.</li> <li>○ Person/team with highest number of points at end of 4 rounds is the winner.</li> <li>○ Ties are settled with an extra round played.</li> </ul>
<b>Vocabulary</b>	<ul style="list-style-type: none"> <li>▪ <u>Terms:</u> <ul style="list-style-type: none"> <li>○ <b>Croquet:</b> mallets; wickets; roqueted; ricochet</li> <li>○ <b>Horseshoes:</b> ringer; inning; pitch; leaner</li> <li>○ <b>Bocce:</b> jack ball (target ball); midline; endline; rolled or bowled; hammer (advantage)</li> <li>○ <b>Ring Toss:</b> stand; rings; throwing lines; cumulative points</li> </ul> </li> </ul>
<b>Essential Skills</b>	<ul style="list-style-type: none"> <li>▪ Demonstrate an understanding of the skills required for each of the four lawn games.</li> <li>▪ Demonstrate an understanding of the basic rules of each of the four lawn games.</li> <li>▪ Demonstrate how to score for each of the four lawn games.</li> <li>▪ Demonstrate proper safety measures for each of the four lawn games.</li> </ul>
<b>Related Maine Learning Results</b>	<p><u>Health and Physical Education</u></p> <p>G. Movement/Motor Skills and Knowledge</p> <p>G1. Stability and Force</p> <p>Students change their motion and the motion of objects by applying the principles of stability and force during skill practice.</p> <ul style="list-style-type: none"> <li>a. Demonstrate the principle of opposition.</li> <li>b. Demonstrate how the point of contact changes the path of an object.</li> </ul>

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	<ul style="list-style-type: none"> <li>c. Demonstrate how the point of release changes the path of an object.</li> <li>d. Demonstrate lifts and actions that decrease risk for injury.</li> </ul> <p>G2. Movement Skills          Students demonstrate motor skills and manipulative skills during drills or modified games/physical activities.</p> <ul style="list-style-type: none"> <li>a. Demonstrate correct technique for motor skills and manipulative skills during drills or modified games/physical activities.</li> <li>b. Combine manipulative skills with motor skills during drills or modified games/physical activities.</li> </ul> <p>G4. Skill Improvement          Students explain how specific, positive, and correct feedback affect skill improvement.</p> <p>I. Personal and Social Skills and Knowledge</p> <p>11. Cooperative Skills          Students demonstrate cooperative and inclusive skills while participating in physical activities.</p> <ul style="list-style-type: none"> <li>a. Work together as a team.</li> <li>b. Respond appropriately to peer pressure.</li> <li>c. Manage conflict.</li> <li>d. Engage peers respectfully in activities.</li> </ul> <p>12. Responsible Behavior          Students demonstrate responsible personal behaviors while participating in physical activities.</p> <p>13. Safety Rules and Rules of Play</p> <ul style="list-style-type: none"> <li>a. Explain the purpose for modifying playing rules in specified situations.</li> <li>b. Explain the safety rules and possible risks associated</li> </ul>
<p style="text-align: center;"><b>Sample Lessons And Activities</b></p>	<ul style="list-style-type: none"> <li>▪ On a field, set up a section for each of the four lawn games.</li> <li>▪ Walk students through each area, explaining rules and scoring of each game (which will also be posted at each area).</li> <li>▪ Have students pair up and send students to each area to practice skills needed for each game. Students will rotate areas after approximately 5 – 6 minutes at that area.</li> <li>▪ Second class, pair-up and set-up challenge pair with an assigned area to start. Play a complete game and then move to another area. Continue to all four areas if time allow.</li> </ul>
<p style="text-align: center;"><b>Sample Classroom Assessment Methods</b></p>	<ul style="list-style-type: none"> <li>▪ Teacher observes students level of participation, sportsmanship, quality of play, effort, and ability to follow rules.</li> </ul>
	<ul style="list-style-type: none"> <li>▪ <u>Publications:</u></li> </ul>

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<b>Sample Resources</b>	<ul style="list-style-type: none"><li>○ <u>PE Games &amp; Activities Kit</u> – Ken Lumsden</li><li>▪ <u>Websites:</u><ul style="list-style-type: none"><li>○ <a href="http://www.pecentral.org">www.pecentral.org</a></li><li>○ <a href="http://www.sportsknowhow.com">www.sportsknowhow.com</a></li></ul></li></ul>
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