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

<table>
<thead>
<tr>
<th>Essential Understandings</th>
<th>▪ There are benefits of recreational lawn games as a lifetime recreational activity.</th>
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</thead>
</table>
| Essential Questions      | ▪ What are the basic skills of horseshoes, croquet, bocce, and ring toss?  
                          ▪ What are the basic rules of horseshoes, croquet, bocce, and ring toss? |

| Essential Knowledge      | ▪ **Basic Rules:**  
                          ▪ **Croquet**  
                          ◦ Can be played individually or in small teams of 2 – 4.  
                          ◦ Played with a mallet, 2 stakes, 9 wickets, and 4 – 6 balls.  
                          ◦ A player cannot hit another player’s ball with his/her mallet.  
                          ◦ A player only goes once per turn unless the ball correctly goes through a wicket or hits a turning stake  
                          ◦ The color of balls and order of play is determined by a coin toss.  
                          ▪ **Horseshoes**  
                          ◦ Two players compete against each other from the same end.  
                          ◦ The first player pitches both shoes, followed by the opponent.  
                          ◦ Opponents will alternate pitching first each inning.  
                          ◦ Each ringer thrown will score three points.  
                          ◦ Any shoe that remains within six inches of the stake, regardless of the opponent’s shoes, will receive one point.  
                          ◦ Whichever player accumulates the most points after completing 10 innings (20 pitches) is the winner.  
                          ◦ Ties are decided by pitching an extra inning.  
                          ▪ **Bocce**  
                          ◦ Form 2 teams of 2 players per team.  
                          ◦ 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.  
                          ◦ Next, a player from team B attempts to roll two balls nearer to the jack.  
                          ◦ The second player from team A rolls, and finally the last player from team B.  
                          ◦ A player may not step past the end line before releasing the ball.  
                          ◦ A ball may be rolled or bowled in any manner.  
                          ◦ Measure the balls from their outer distance. (Use heel-to-toe... |
# Physical Education
## Unit 14: Recreational Lawn Games:
### Horseshoes, Croquet, Bocce, & Ring Toss

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<th>Steps to measure the distances if two balls are close.)</th>
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<tbody>
<tr>
<td>○ Any ball that is closer than the opposition’s scores one point.</td>
</tr>
<tr>
<td>○ Ties between two balls of opposing teams will cancel each other.</td>
</tr>
<tr>
<td>○ The team that scores will toss the jack to begin the next frame. This gives the advantage (hammer) to the opposition.</td>
</tr>
<tr>
<td>○ Any ball that rolls or is hit out-of-bounds is eliminated.</td>
</tr>
<tr>
<td>○ First team to attain 15 points is declared the winner.</td>
</tr>
</tbody>
</table>

**Ring Toss**
- Mark lines to set distance from ring toss stand for players.
- 2 teams with 1 – 2 players per team.
- 1 player from each team takes a turn throwing his/her 2 rings.
- Keep track of points scored per team.
- Second player from each team takes a turn with points added to previous score of teammate.
- Play 4 complete rounds.
- Person/team with highest number of points at end of 4 rounds is the winner.
- Ties are settled with an extra round played.

### Vocabulary
- **Terms:**
  - Croquet: mallets; wickets; roqueted; ricochet
  - Horseshoes: ringer; inning; pitch; leaner
  - Bocce: jack ball (target ball); midline; endline; rolled or bowled; hammer (advantage)
  - Ring Toss: stand; rings; throwing lines; cumulative points

### Essential Skills
- Use the skills required for each of the four lawn games.
- Use the basic rules of each of the four lawn games.
- Demonstrate how to score for each of the four lawn games.
- Demonstrate proper safety measures for each of the four lawn games.

### Related Maine Learning Results
- Health and Physical Education
  - G. Movement/Motor Skills and Knowledge
    - 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.
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| d. Demonstrate lifts and actions that decrease risk for injury. |
| G2. Movement Skills |
| Students demonstrate motor skills and manipulative skills during drills or modified games/physical activities. |
| a. Demonstrate correct technique for motor skills and manipulative skills during drills or modified games/physical activities. |
| b. Combine manipulative skills with motor skills during drills or modified games/physical activities. |
| 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. Responsible Behavior**  
Students demonstrate responsible personal behaviors while participating in physical activities.  

**I3. Safety Rules and Rules of Play**  
| a. Explain the purpose for modifying playing rules in specified situations. |
| b. Explain the safety rules and possible risks associated with participating in physical activities. |

**Sample Lessons And Activities**  
- On a field, set up a section for each of the four lawn games.  
- Walk students through each area, explaining rules and scoring of each game (which will also be posted at each area).  
- 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.  
- 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.

**Sample Classroom Assessment Methods**  
Teacher observes students level of participation, sportsmanship, quality of play, effort, and ability to follow rules.

**Sample Resources**  
- Publications:  
  - PE Games & Activities Kit – Ken Lumsden  
- Websites:
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- [www.pecentral.org](http://www.pecentral.org)
- [www.sportsknowhow.com](http://www.sportsknowhow.com)

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