

**Physical Education**  
**Unit 20: Kickball**

<p><b>Essential Understandings</b></p>	<ul style="list-style-type: none"> <li>▪ Students will learn the benefits of physical activity, cooperation, and team work.</li> <li>▪ Students will learn the benefits of kickball as a physical activity and a lifetime recreational activity.</li> </ul>
<p><b>Essential Questions</b></p>	<ul style="list-style-type: none"> <li>▪ How can a team score a run?</li> <li>▪ How many outs per inning?</li> <li>▪ How can you get someone out?</li> <li>▪ Where is foul territory?</li> </ul>
<p><b>Essential Knowledge</b></p>	<ul style="list-style-type: none"> <li>▪ <b>Basic Rules:</b> <ul style="list-style-type: none"> <li>○ Break class into two teams. One team kicking, the other in the field.</li> <li>○ 3 outs per side.</li> <li>○ Outs include:                             <ul style="list-style-type: none"> <li>▪ Anything hit in the ceiling.</li> <li>▪ Ball thrown at a player below the neck.</li> <li>▪ Ball caught on a fly.</li> <li>▪ Ball caught from a wall.</li> </ul> </li> <li>○ No foul balls except behind orange line.</li> <li>○ Automatic homerun is back windows.</li> <li>○ Must run around bases twice to score a run.</li> <li>○ No force outs, even at first.</li> <li>○ You may have as many people on a base as you want, use mats for bases.</li> <li>○ You can steal a base any time you want.</li> <li>○ You may run on a caught fly ball.</li> <li>○ Once you leave a base with both feet, except for a foul kick, you must run to next base.</li> <li>○ If someone throws the ball at you to get you out and you catch it you are not out and you may then throw the ball anywhere you want.</li> <li>○ No one may strike out.</li> </ul> </li> </ul>
<p><b>Vocabulary</b></p>	<ul style="list-style-type: none"> <li>▪ <b>Terms:</b> <ul style="list-style-type: none"> <li>○ foul ball, force out, strike, steal</li> </ul> </li> </ul>
<p><b>Essential Skills</b></p>	<ul style="list-style-type: none"> <li>▪ Demonstrate kicking, throwing, running, teamwork, and strategy.</li> </ul>

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<p><b>Related Maine Learning Results</b></p>	<p><u>Health and Physical Education</u>  G. Movement/Motor Skills and Knowledge  G2.Movement Skills  Students demonstrate a variety of specialized movement skills specific to a game/physical activity while participating in a game/physical activity.  I. Personal and Social Skills and Knowledge  I2.Responsible Behavior  Students demonstrate responsible and ethical personal behavior while participating in physical activities.  I3.Safety Rules and Rules of Play  Students predict how etiquette/rules improve games/activities.  a. Explain how etiquette/rules contribute to productive participation.  b. Predict how modifications to the environment can impact safety during games/physical activities.</p>
<p><b>Sample Lessons And Activities</b></p>	<ul style="list-style-type: none"> <li>▪ Group students into two teams and play.</li> </ul>
<p><b>Sample Classroom Assessment Methods</b></p>	<ul style="list-style-type: none"> <li>▪ Teacher observation of student playing game, following rules, and displaying good sportsmanship and teamwork.</li> </ul>
<p><b>Sample Resources</b></p>	<ul style="list-style-type: none"> <li>▪ <u>Other Resources:</u> <ul style="list-style-type: none"> <li>○ <a href="http://kickball.com">kickball.com</a></li> </ul> </li> </ul>

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