## Physical Education Unit 21: Team Handball

Essential Understandings	<ul> <li>Students will learn the benefits of physical activity, cooperation, and team work.</li> </ul>
Essential Questions	<ul> <li>How do you score a goal?</li> <li>How long can you hold onto the ball?</li> <li>What is a throw-in?</li> <li>How can you move with the ball?</li> </ul>
Essential Knowledge	<ul> <li>Basic Rules:         <ul> <li>7 players on a team.</li> <li>Players may throw, catch, push or hit the ball.</li> <li>A player may hold the ball a maximum of 3 seconds.</li> <li>A player may take a maximum of 3 steps, dribble the ball 3 times or shoot the ball.</li> <li>A team scores a goal when the ball crosses the goal line.</li> <li>The goal keeper can stop any shot while in the goal area.</li> <li>Once the goal keeper leaves the goal area- he/she is a regular player.</li> </ul> </li> </ul>
Vocabulary	<ul> <li>Terms:         <ul> <li>goal, throw-in, free-throw, 3 point line</li> </ul> </li> </ul>
Essential Skills	Demonstrate throwing, catching, jumping, dribbling, and running.

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	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 to modify their
	performance in games/physical activities.
	a. Demonstrate how spin and rebound affect the motion of an
	object.
	b. Use the principle of opposition, point of contact, and point of
	release to change the path of an object during a
	game/physical activity.
	c. Adjust movements to accommodate external forces that
	decrease risk for injury.
	G2.Movement Skills
	Students demonstrate a variety of specialized movement skills
<b>5.</b>	specific to a game/physical activity while participating in a
Related	game/physical activity.
Maine Learning	H. Physical Fitness Activities and Knowledge
Results	H3. Fitness Activity
	Students select and participate in physical activities that
	address their personal fitness plans and apply the five health-
	related fitness components.
	I. Personal and Social Skills and Knowledge
	I1.Cooperative Skills Students demonstrate collaborative skills while participating in
	skill activities.
	a. Accept constructive feedback.
	b. Give constructive feedback
	c. Include peers respectfully in activities.
	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.
Sample	
Lessons	<ul> <li>Teacher demonstrates the rules of the game. Divide the class into</li> </ul>
And	3 or 4 teams depending on class size. Play 7 minute games.
Activities	
Sample	
Classroom	<ul> <li>Teacher observation. Students participate in the game to the best</li> </ul>
Assessment	of their ability.

## **Brunswick School Department: Grade 9**

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Methods	
	Publications:
Sample	<ul> <li>Quality Lesson Plans for Secondary Education - Zakrajsek,</li> </ul>
Resources	Cares and Pettigrew

approved fall 2013