

Name: Andy Lucas

Date: 2/4/15

Kickin' It.

Points	Category	Description	Points Awarded
-	Name of Activity	Kicking Goal	
1	Learning Goals/Objectives	The student will be able to demonstrate the steps required to correctly and accurately shoot a soccer ball into a goal.	
-	Grade level & SOLs	<p>7rd Grade</p> <p>7.1 The student will demonstrate competence and apply movement concepts in modified versions of various game/sport, rhythmic, and recreational activities.</p> <p>A) Demonstrate and apply mature movement forms and skill combinations competently in a variety of cooperative and tactical activities that include dynamic and unpredictable situations.</p> <p>B) Demonstrate offensive strategies and tactics to include creating open space, skilled movement, speed, accuracy, and selection of appropriate skill/tactic to gain offensive advantage.</p>	
1	Organization/ Equipment + Technology	<p>Students will be placed with a partner.</p> <p>Each group will spread out throughout the given space.</p> <p>Students will be provided with a QR code on a flyer that accurately displays the cues of shooting after they scan it.</p> <p>Each group will then be given a QR scanner app on an iPad which will be turned back in at the end of class.</p> <p>At each given area within the gym there will be cones set up to simulate a goal for them to shoot at.</p>	
4	Detailed Description of Activity	<p>Procedures will be as follows:</p> <ol style="list-style-type: none"> <i>Instant Activity.</i> Students will line up on the baseline in teams of four and participate in a soccer-dribbling relay. <i>Review.</i> The teacher will review the cues for shooting the soccer ball <i>Set Induction.</i> The teacher will explain how to use the iPad to scan the QR code placed at each station explaining the shooting cues, how it is done, and why it is important. The cues for kicking are Step, Tick, Tock. <i>Organization.</i> The students will each be assigned a partner. Between the two, the oldest, will sign out an iPad and the other partner will scan first and try it. <i>Content.</i> In the group of two the students will scan the QR code and after watching the activity they will have a chance to practice it themselves. <i>Variations.</i> Higher skilled students will shoot at the goal from a further distance after they try the 	

		<p>first one.</p> <p>7. <i>Discussion.</i> When the groups finish, the whole class will gather and talk about how technology can affect the way students and athletes improve.</p> <p>8. <i>Homework.</i> For homework students will make a QR code themselves demonstrating any soccer skill of their choice that we have learned thus far.</p>	
4	Integration of Technology	Instead of the students listening to the teacher too fast or too slow, they will be able to scan this code and learn at their own pace.	
-	Assessment	The students will be assessed through psychomotor domain. The teacher will skip around and ask every group to demonstrate the correct cues to see if they are doing the activity appropriately.	

Now it's your turn!

Scan this...



...And go!

