

# **Unit 4 Minor Games**

Capture the Flag/California Kickball

# Learning Intents

Students will be able to (SWBAT):

Psychomotor:

- Participate in a competitive game of capture the flag)
- Run, dodge, deceive and capture the other teams idols

Cognitive:

- Understand how concepts of movement, space, and Territory Invasion games transfer over

Affective:

- Working cooperatively as a group
- Apply **safety** principles
- Focus on positive attitudes and teamwork

Social:

- Create good class atmosphere
- Participate with a number of different players

Equipment:

- Cones
- Balls
- Beanbags
- Hoola Hoops

# Rules and Format

## Rules:

- Different 'Flags' have different rules
- If tagged you have to go back to your zone (no jail)
- If one team has all flags back in their end they win
- No guarding inside big ring
  
- Change and get organized                      15 minutes
- 2 -10 minute games                                20 minutes
- Kickball  
    20 minutes
- Score count and transfer                         10 minutes
- Clean up and change                                15 minutes

## Format:

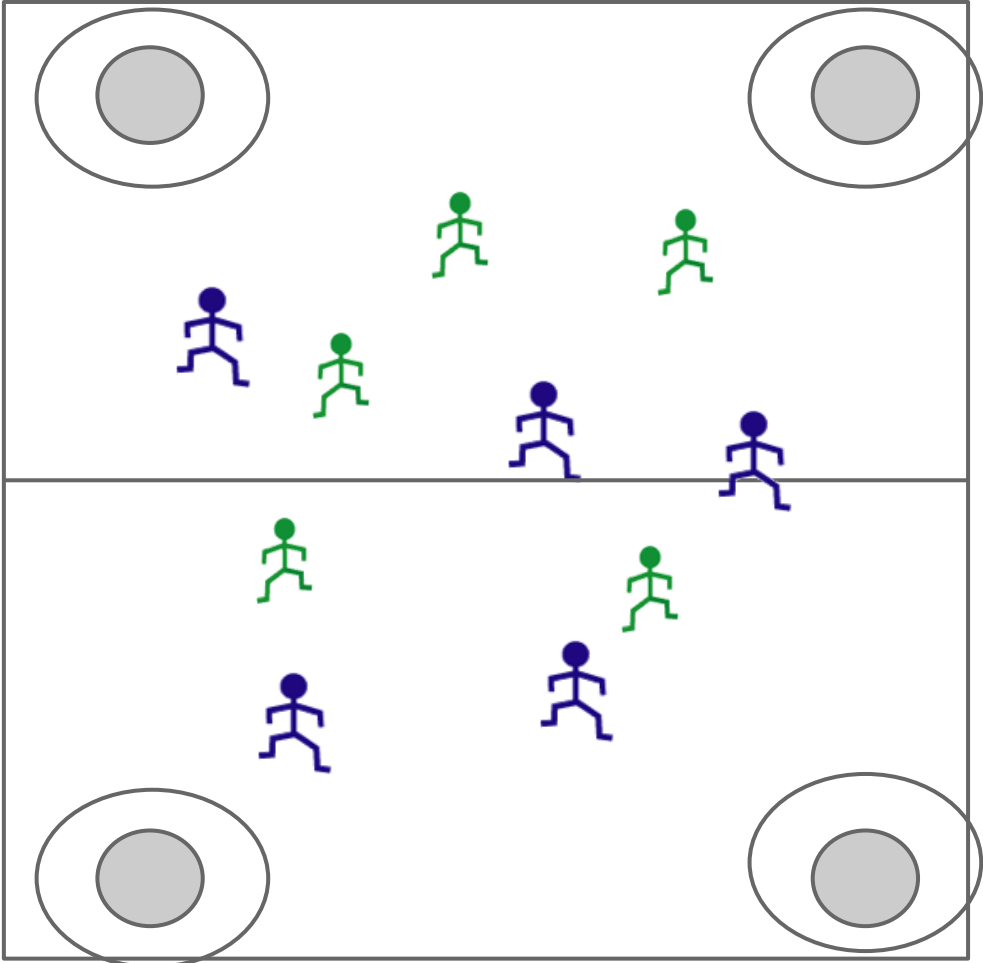
- 2 teams of 13/14
- could move to 4 teams individual goals
- each team a different type of flag
- only over when 1 team as at least 1 teams flags

Flag #1 - Footballs

Flag #2 - Beanbag

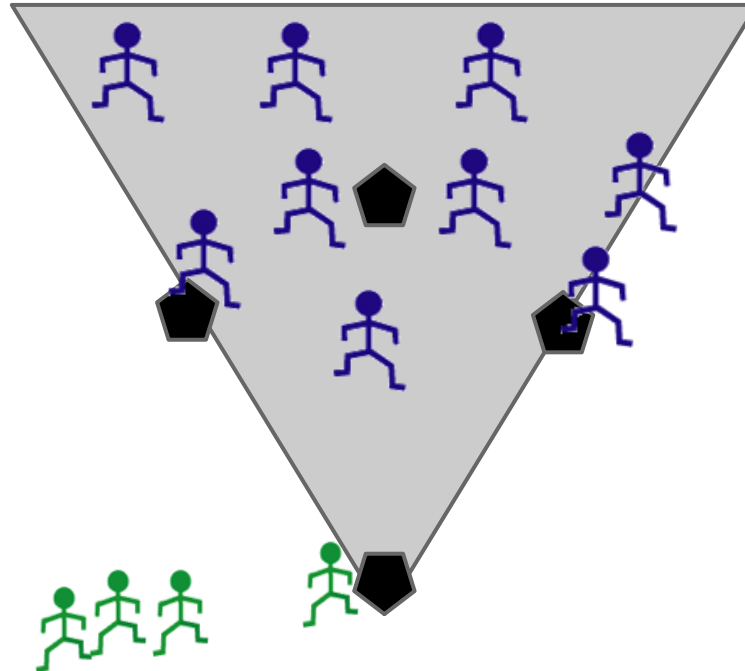
Flag #3 - Frisbee

Flag #4 - Wiffleball



## Two teams

- Cricket Style
- 1 team gets 8 minute to score as many runs as possible
- Then switch
- After every play you have to rotate positions



# Wrap-up and Equipment Take Down

Sports Ed Model in Effect

- Winning team gets 20 points
- Non-winning get 5 points
- Bonus Points for Behaviour