

Gone Fishing

by
Kelly E. Duell, M.A., NBCT

Grade Level: K-12

National Standards:

#1: #2: #3: #4: #5: #6:

Learning Objectives:

- The student will use practice overhand throwing pattern.
- The student will practice using proper catching technique.
- The student will work cooperatively in a group and maintain proper personal responsibility.
- The student will use proper social support.

Space Needed:

- A large, flat area is best such as a cafeteria, blacktop, or gym.

Equipment & Materials Needed:

- One (1) jersey per player per team.
- One (1) large hula hoop per team.
- One (1) small hula hoop per team.
- One (1) bucket.
- Multiple yarn balls.
- Four (4) cones.

Set-Up:

- Place the cones around the perimeter of the playing area.
- Place the bucket ("bait pit") in the middle of the playing area.
- Place each of the four (4) large hula hoops in their own corner of the playing area.
- Place a small hula hoop inside each large hula hoop.
- Place the team's jerseys inside the hula hoop.

Description of Learning Activities:

- Each team tries to get as much "**bait**" (yarn balls) as possible for their "**fish pond**".
- There is one (1) "**Boat Captain**" per team.
- Each team puts on their team jersey. They are the "**fishermen**".
- The "**fishermen**" stand around the outside of their "**fish ponds**" (hula hoops) at the beginning of the game.
- On the signal, the "**fishermen**" run to the "**bait pit**" (bucket) in the center and pick-up one (1) piece of "bait" (yarn ball) only.
- Once the "**fishermen**" have a piece of "bait" (yarn ball), they **cannot move**.
- They must use **overhand throwing pattern** to throw the piece of "bait" from the "bait pit" into their "**fish pond**" (hula hoop). *Fishermen must throw from outside their "fish pond".
- All "bait" inside the smaller hula hoop stays there; any "bait" between the two hula hoops, may be picked-up and thrown to another teammate only by the team's "Boat Captain".
- The "**Boat Captain**" may catch one (1) piece of "bait", in the air, at a time, but may not put it into their "fish pond"; they must throw it to a teammate, who can attempt to throw it back in their team's "fish pond".
- If a piece of "bait" drops on the ground, only the team's "Boat Captain" may pick it up.
- "**Fishermen**" may throw "bait" to one another, but only one (1) at a time and only if they have taken it from the "bait pit" or caught it from their "Boat Captain".

Authentic Assessment:

- Teacher observation of students' social support and group cooperation working with their partner.
- Students give themselves an assessment regarding how they interacted with their partner.
- Ask the students what strategy they used when throwing their object.
- Instructor may use a skills checklist to determine skill level of each student, for overhand throwing pattern.