

Modified Bocce

by
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Grade Level: K-12

National Standards:

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

Learning Objectives:

- The student will practice underhand throwing pattern.
- The student will work cooperatively in a group and maintain proper personal responsibility.
- The student will use proper social support.
- The student will have the opportunity to integrate scientific principles during the lesson.

Space Needed:

- A large, flat area such as a grassy field is best; however, a blacktop or gym will suffice.

Equipment & Materials Needed:

- One (1) small ball, "jack" per group of four (4) students.
- Two (2) baseball-sized balls, of the same color, per student, (or official Bocce balls).

Set-Up:

- Place students in teams of two, playing in a foursome.
- Have all equipment prepared and organized ahead of time.

Description of Learning Activities:

- To begin the game, students should play "Rock, Paper, Scissors" to determine which team throws the "jack" or chooses the color of the balls.
- The team who wins the opportunity to start the game begins by using underhand throwing pattern to toss the "jack" in any direction of their choosing.
- Once the "jack" has come to a complete and final rest, the student who tossed it throws the first bocce ball, from the exact place the "jack" was thrown from.
- After the first throw, the throwing order is as follows: Team 2, player 1; team 1, player 2; team 2, player 1. Repeat this pattern until all balls are thrown. This is called a "frame".
- Each player **MUST** throw their ball from the exact location from where the "jack" was initially thrown, or their throw does not count.
- If the payer does not use proper underhand throwing pattern, the throw does not count.
- After all balls are thrown, all four (4) players, together, determine which ball is the closest to the "jack".
- The team who has the ball closest to the "jack" is called the "in" and their opponent is called the "out".
- The "in" team receives one (1) point.
- The "in" team throws the "jack" in the next frame and tosses the first ball.
- The "in" team must throw the "jack" from the location it had landed in the previous frame. They may throw it in any direction.
- It is legal to hit another player's ball and move it. If this happens, the ball remains in its last resting spot and is not moved back.
- Play to 16 points.

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 the balls.
- Instructor may use a skills checklist to determine skill level of each student, for underhand throwing pattern.