

"Wall Ball Pair Share Drill"
------------------------------

Subject:	Physical Education
Concept:	Movement
Grade Level:	5 <sup>th</sup>
Objective:	Student will demonstrate competence in manipulative skills such as throwing and catching a ball.
Materials:	Gym floor or hard surface, basketballs, stop watch, pencils, scorecards
Instructional Procedures:	Basketball Throw and Catch

## Individual Activity:

1. Student stands four feet from the wall. Student throws the basketball against the wall hard enough so that it will come back to the student. Teacher will count the number of throws and catches made by the student during a one minute period.
2. When student becomes proficient at this distance, student can move back two more feet, and allow ball to bounce one time and then repeat. Continue this until the student has reached his/her limitation or until time runs out.

## [Alternative]

## "Pair Share" Activity:

1. Pair students in teams of two and line up along the wall. First student will throw and catch the basketball against the wall ten times before handing it to the next student.
2. On the tenth throw, the second student catches the ball from his/her partner and repeats the process of throwing and catching the ball against the wall ten times. Then, the student returns the basketball to the first student to repeat the process.
3. Students are timed at one minute drills. The student pair/team that throws/catches the highest number of sets of ten wins the game.

Integrated Curriculum:	Math/Multiplication Groups of Ten
------------------------	-----------------------------------

Assessment:	Individual students successfully throw and catch the ball ten times at four feet from the wall. Higher score can be achieved if student adds an additional two feet [six feet total]. Students can compete individually to determine the
-------------	--

Name \_\_\_\_\_



Date \_\_\_\_\_

“Wall Ball Pair Share Drill” (cont’d)

student with the highest number of throws/catches at each distance.

For Pair Share activity, the student team with the highest number of throws/catches during a one-minute drill wins the game.

Points can be deducted if ball bounces off/away from student[s] while trying to throw and catch the ball. Students repeat drill weekly, noting score for each week to illustrate progress/improvement.