

Learning Objectives

- Students will be able to discuss strategies for creating a positive learning environment.
- Students will be able to move safely through general space.
- Students will demonstrate appropriate social behavior in physical activity.

Learning Targets

- I can discuss ways to create a positive learning environment in our class.
- I can move safely through the general space.
- I can work cooperatively and respectfully with a variety of partners

Teaching Cues

- Look around the circle and identify a Superhero and Villain but do not tell anyone else.
- As you move in general space keep the Superhero between you and the Villain.
- Move safely and look where you are going to avoid running into others.

PREP

- None

SET

- Create a medium (30x30 paces) activity area.
- Start in a large circle with everyone facing each other.

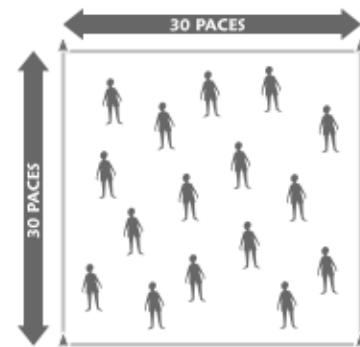
TEACH

1. Lesson Objective

- The object of *Protector* to learn about creating a positive learning environment through a game where your goal is to be protected by your Superhero by moving to keep them between you and your Villain at all times.

2. Instructions

- You will secretly be choosing people in the class that you want to protect you and who will be out to get you.
- Look around the circle and think of one student to be your Superhero and who will protect you.
- Now look around the circle and think of 1 student to be your Villain who will try to destroy you.
- On the start signal, you may walk anywhere in the activity area by yourself.
- Your goal is to physically keep your Superhero between you and your Villain at all times.
- Do not reveal who your Superhero and Villain are!
- *(Play this round for several minutes then return to a circle.)*
- For Round 2, you will be the Superhero and you need to silently choose a Villain and a Victim.
- Your goal is to try and protect the Victim by keeping your body between them and the Villain at all times.
- *(Play as many rounds as desired.)*



Standards Alignment

Standard 1: Outcome 1

Uses various locomotor skills in a variety of practice tasks.

Standard 3: Outcome 2

Engages in the activities of physical education class without teacher prompting.

Standard 4: Outcome 1

Accepts personal responsibility by using equipment and space appropriately.

Standard 4: Outcome 4

Shares equipment and space with others.

Standard 4: Outcome 6

Follows teacher directions for safe participation and proper use of equipment with minimal reminders.

SEL Competencies

Self-Awareness

Peer interaction

Self-Management

Self-management

Social Awareness

Differentiation

Reflection Questions

- What were some strategies you used to keep your Superhero between yourself and your Villain?
- Were you successful? Why or why not?
- How would this game relate to bullies or people that pick on others?

SPARK It Up!

1. Bully Prevention

- (Instead of labeling the characters as Superhero and Villain, change the names to Protector and Bully. This will help students think about how they can stand up for others that are being bullied.

Teaching Suggestions

- Watch students participate and determine the proper length of each round.
- Encourage students to choose people other than their friends so it isn't obvious who they have chosen.
- This is a good opportunity to discuss bullying and how the class can create a positive learning environment.

Integration

Bullying is a serious issue, especially in schools. Bullying is unwanted, mean behavior among kids. This behavior is repeated over time and usually is about 1 person wanting power over another. What does bullying look like? It could be name calling, verbal threats or embarrassing someone or it can be physical like hitting, pushing or taking someone's things. Everyone should do their part to create a positive environment where everyone feels accepted and valued. Here are 5 things to keep in mind when it comes to bullying:

1. Bullying can happen to anyone.
2. Nobody deserves to be bullied.
3. It is ok to be different.
4. Stand up for others.
5. Be kind to everyone.

Teacher Reflection
