

Your SPARK Passport to Activities, App, and More!



NC SHAPE 2022

Presented by: Jeff Mushkin

GOPHER

Proud to be the exclusive home
for SPARK products and services!

OBJECTIVES

- Learn about the SPARK Curriculum
- Experience the SPARK App
- Leave with a free trial to SPARKfamily.org & SPARK App + chance to leave with some equipment!

Learning Objectives

- Students will demonstrate pivoting, passing, catching, and moving to open space.
- Students will apply offensive and defensive strategies in small-sided tasks.
- Students will demonstrate responsibility, acceptance, and respect for others.

Learning Targets

- I can pivot, pass, and move to open space to avoid a defender.
- I can stop passes from the offensive team by intercepting or deflecting the ball.
- I can follow rules and show good sportsmanship in a small group game.

Teaching Cues

- Offense, move to open space. Fake, cut and pivot.
- Defense, keep your hands up. Stay 3' away from the person with the ball.
- Switch roles on a turnover.

PREP

- 1 ball per 6 students
- 1 pinnie per 2 students
- 1 spot marker per student

SET

- Create grids (10 x 10 paces) for every 6 students.
- Form groups of 3; place 2 groups and 1 ball per grid.
- 1 group per grid wears pinnies.
- Pinnies begin on offense.

TEACH

1. Lesson Objective

- The object of **3-Catch Basketball** is for your group to complete 3 passes in a row, each to a different member of your group.

2. Instructions

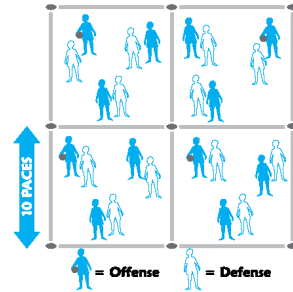
- Players on offense do this by pivoting, passing, and moving to an open space. Dribbling is not allowed.
- Defenders guard a member of the opposing team.
- After 3 consecutive catches, the offense earns 1 point, and the ball is given to the other group.
- If a turnover occurs (*incomplete pass, ball out of bounds, defense intercepts*), group roles are reversed.
- The offense becomes defense, and defense becomes offense.
- Principle of 3s is in effect.

3. Challenges

- Use only 1 type of pass (*name a type*).
- If the defense knows which type of pass your team will always use, does this make their job easier or harder?

REFLECTION QUESTIONS

- What is a strategy?
- Can you give an example of an offensive strategy you used in 3-Catch Basketball?
- How is the use of that strategy related to success?



Standards Alignment

Standard 1: Outcome 1

Combines locomotor and manipulative skills in a variety of games.

Standard 1: Outcome 15

Throws to a moving partner with reasonable accuracy.

Standard 1: Outcome 16

Catches a ball thrown above the head, at chest, and at or below waist level.

Standard 1: Outcome 17

Dribbles in self and general space with control of ball and body.

Standard 1: Outcome 26

Combines traveling with the manipulative skills of dribbling, throwing, and catching.

Standard 2: Outcome 5

Applies simple offensive and defensive strategies.

Standard 3: Outcome 2

Actively engages in activities of physical education class.

Standard 4: Outcome 5

Exhibits etiquette and adherence to rules in a variety of physical activities.

Standard 5: Outcome 4

Describes and compares positive social interactions.

SEL Competencies

Self-Awareness

Peer interaction, self-efficacy

Self-Management

Self-regulation

Social Awareness

Respect for others

Relationship Skills

Communication, cooperation

Responsible Decision-Making

Analyzing situations

Vocabulary

- consecutive
- principle
- turnover

3-Catch Basketball

SPARK It Up!

1. End Line

- The object is to score points by passing the ball to a groupmate beyond the opponent's end line.
- The ball is advanced using passes only. Defense becomes offense on any turnover.
- Pinnies begin with the ball on 1 end line.
- The group scored upon gets the ball to begin play again at their end line.

2. End Line with Shot

- (Need 2 hoops per game.)
- Same as End Line, but 1 player from the offense picks up a hoop in the end zone.
- Point is scored when offense shoots through the hoop.

3. End Line with Post Player

- Add a post player, who stands near the mid-court line and may be used by either team when on offense.
- The post player only works for the offense. This always gives the offense a slight advantage.
- Rotate your post player after each score. Play with or without the shot.

Teaching Suggestions

- Pinnies Rule: The group wearing pinnies gets the ball first and always goes in the same direction.
- Principle of 3s: Passers can hold the ball for only 3 seconds before they pass. Defenders must stay 3' from person with ball. Pass must travel at least 3'.
- Allow students to dribble a maximum of 3x when they have mastered the passing.

Integration

Stanford beat the University of California 2-1 in the first women's college game in 1886. The rules were a bit different then. Women didn't play full-court 5-on-5 until 1970.

"SPARK's New Enhanced K-2 and 3-6 Curriculum makes teaching physical education easy! The planning is already done with unit and lesson plans for an entire year. I especially like how the lessons are organized so it's possible to see the learning objectives and lesson activities at a glance. This quality resource is standards aligned, incorporates CASEL's Core Competencies and develops academic vocabulary! Other features teachers will appreciate include assessment tools, suggestions for differentiating instruction and strategies for modifying lessons for large classes. Well done SPARK!!!"

-Terri Drain, Coordinator

Health and Physical Education Collaborative (H-PEC)



Included with purchase of SPARK curriculum!

NEW



SPARK™

The FIRST Physical Education Curriculum & Assessment App

Try the SPARK app today for free or get full access with a SPARKfamily membership!

LEARN MORE

SPARK (& more) in the palm of your hands –



- ✓ *View SPARK lesson plans + favorite lessons for easy access*
- ✓ *Observe SPARK skill cards, task cards, and activity videos + access music*
- ✓ *Conduct SPARK skill rubric assessments*
- ✓ *Capture fitness testing*
- ✓ *Schedule SPARK lessons, assessments + fitness tests, with pop-up reminders*
- ✓ *Track attendance*
- ✓ *Utilize random group creator/student selector*
- ✓ *Email student self-assessments*
- ✓ *Custom assessments*



<https://sparkpe.org/app>

Search "SPARK PE"

✓ Track attendance

10:15

LTE

SPARK

<

Take Attendance

Building

ABC Elementary

Class

Frank

18 August 2021

A. Anderson	P	A
B. Barber	P	A
C. Collins	P	A
D. Davis	P	A
E. Evans	P	A

Save

10:15

LTE

SPARK

<

Take Attendance

Building

ABC Elementary

Class

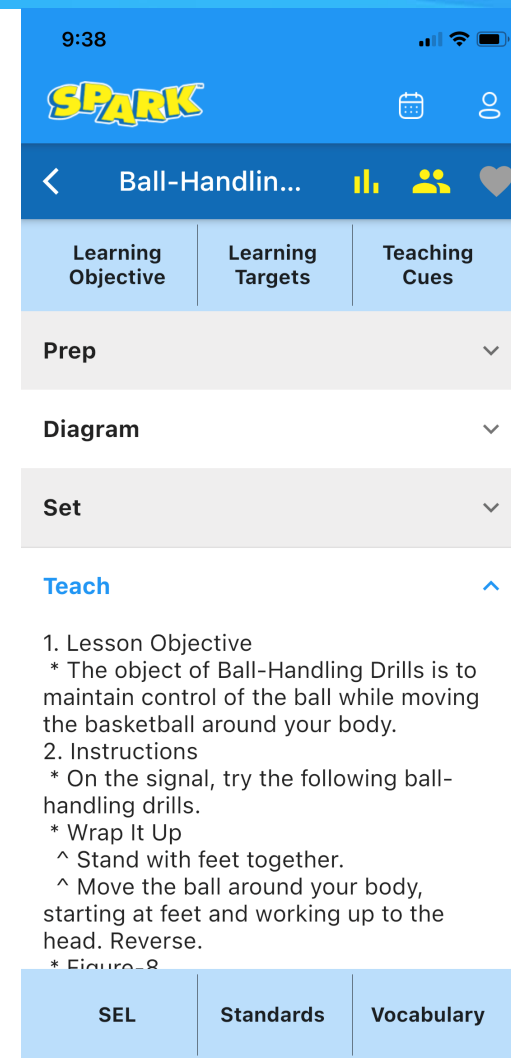
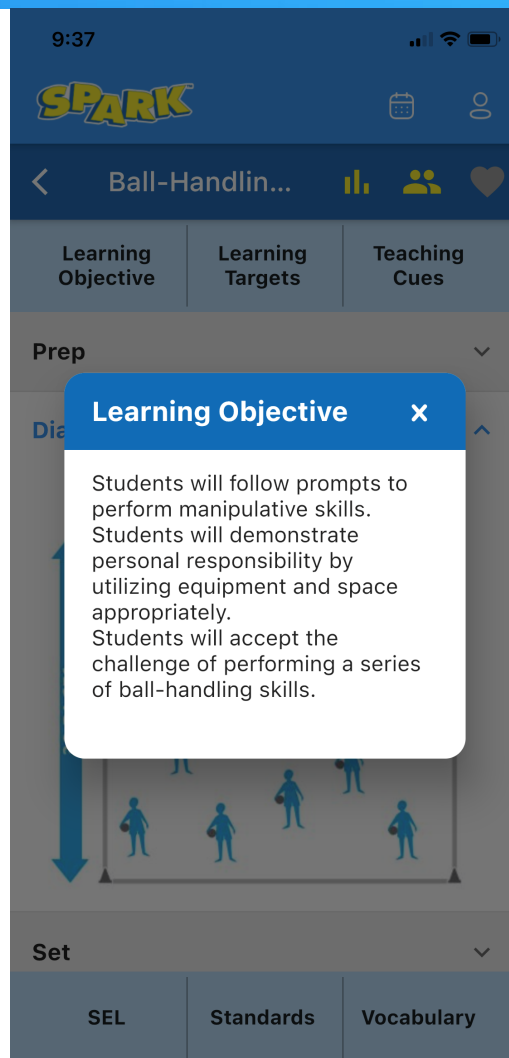
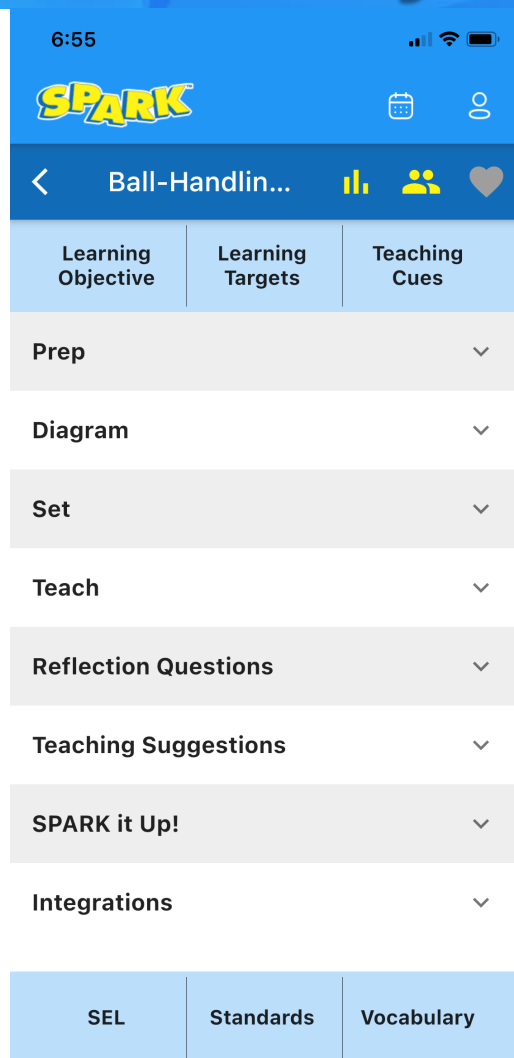
Frank

18 August 2021

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Save

✓ View SPARK lesson plans + favorite lessons for easy access



✓ Observe SPARK skill cards, task cards, and activity videos + access music

10:17

SPARK

< Fitness Circuits

Overview

Select

Aerobic Capacity Circuit

Lesson Plan

Fitness Circuit Skill Card

Video

Home

Students

Curriculum

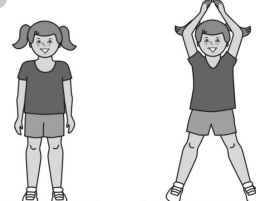
Assessment

10:17

SPARK

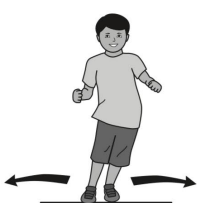
< Aerobic Capacity Circuit

1 of 37 JUMPING JACKS



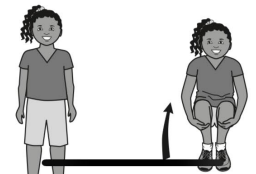
STATIONARY AEROBIC FITNESS

SKIER



STATIONARY AEROBIC FITNESS


JUMP TUCKS



10:17

SPARK

< Aerobic Capacity Circuit



0:6 0:32

2:50

SPARK

< Fun-day-mentals Jigsaw

Serves

Purpose: To initiate the game and restart play.

Cues

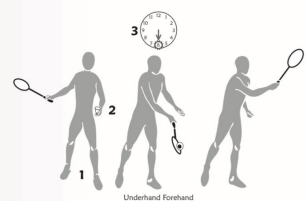
1. Staggered stance
2. Drop shuttle from waist
3. Contact: 6 o'clock @ knee
4. Trajectory: High or low
5. Target: Back court or front court

Use To

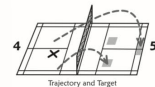
- Set up the point
- Defend own side
- Restart play

Types

- Long
- Short
- Flick
- Drive



Underhand Forehand



Trajectory and Target

Clears

Purpose: To move opponent to the backcourt or to delay opponent while recovering to center.

Cues

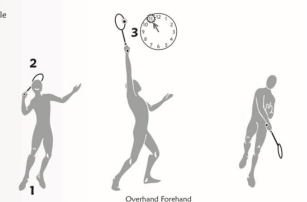
1. Staggered stance
2. Back scratch
3. Contact: 11 o'clock extended
4. Trajectory: High or flat
5. Target: Back court

Use To


- Set up the point
- Defend own side

Types

- Forehand/Backhand
- Overhand/Underhand
- Defensive
- Attacking



Overhand Forehand



Trajectory and Target

Smashes

Purpose: To score or force your opponent to lift the shuttle.

Cues


1. Staggered stance
2. Back scratch
3. Contact: 11 o'clock extended
4. Trajectory: High or flat
5. Target: Back court

Use To


- Set up the point
- Defend own side

Types

- Forehand/Backhand
- Overhand/Underhand
- Defensive
- Attacking



Overhand Forehand



Trajectory and Target

2:54

SPARK

< Stutter Stomp





✓ Utilize random group creator/student selector

7:03

SPARK

< Student Selector

Building

Earth

Class

Starkey (3rd)

Student Groupings

Select

Split Class

Select

Random Student(s)

Select

7:03

SPARK

< Student Selector

Building

Earth

Class

Groups of 2

Groups of 3

Groups of 4

Groups of 5

Groups of 6

Groups of 7

Groups of 8

Groups of 9

Groups of 10

9:42

SPARK

< Student Groupings

Group 1

Vision Jarvis

Wanda Maximoff

Pietro Maximoff

Group 3

Scott Lang

Bruce Banner

Natasha Romanov

Group 4

Steve Rogers

James Rhodes

- ✓ *Conduct SPARK skill rubric assessments*
- ✓ *Email student self-assessments*

8:13

SPARK

< Motor Development

Building

Earth

Class

Fury (1st)

- Throws a ball for distance, using proper form
- Catches, showing proper form, a gently thrown ball
- Catches a self-tossed ball

Name	No. of Cues
Steve Rogers	0 1 2 3
Natasha Romanov	0 1 2 3
Bruce Banner	0 1 2 3

Save Assessment

10:19

SPARK

< Football

Overview

Select

Lessons

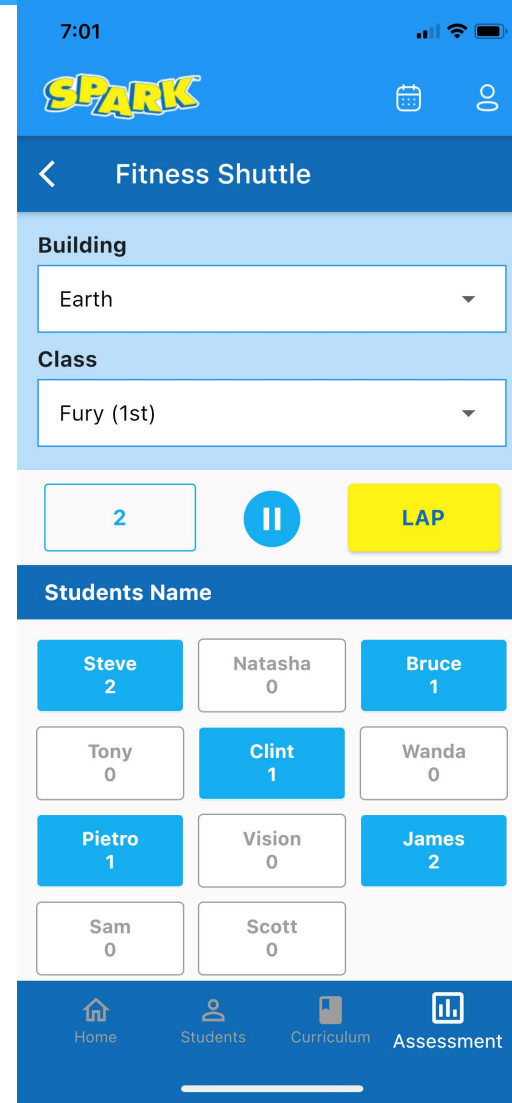
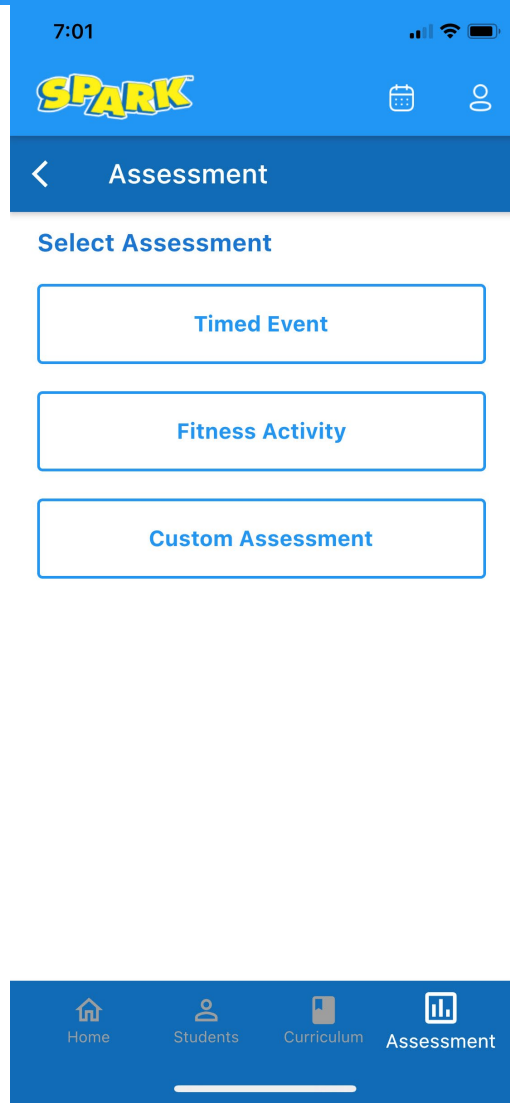
Assessments

Assessments

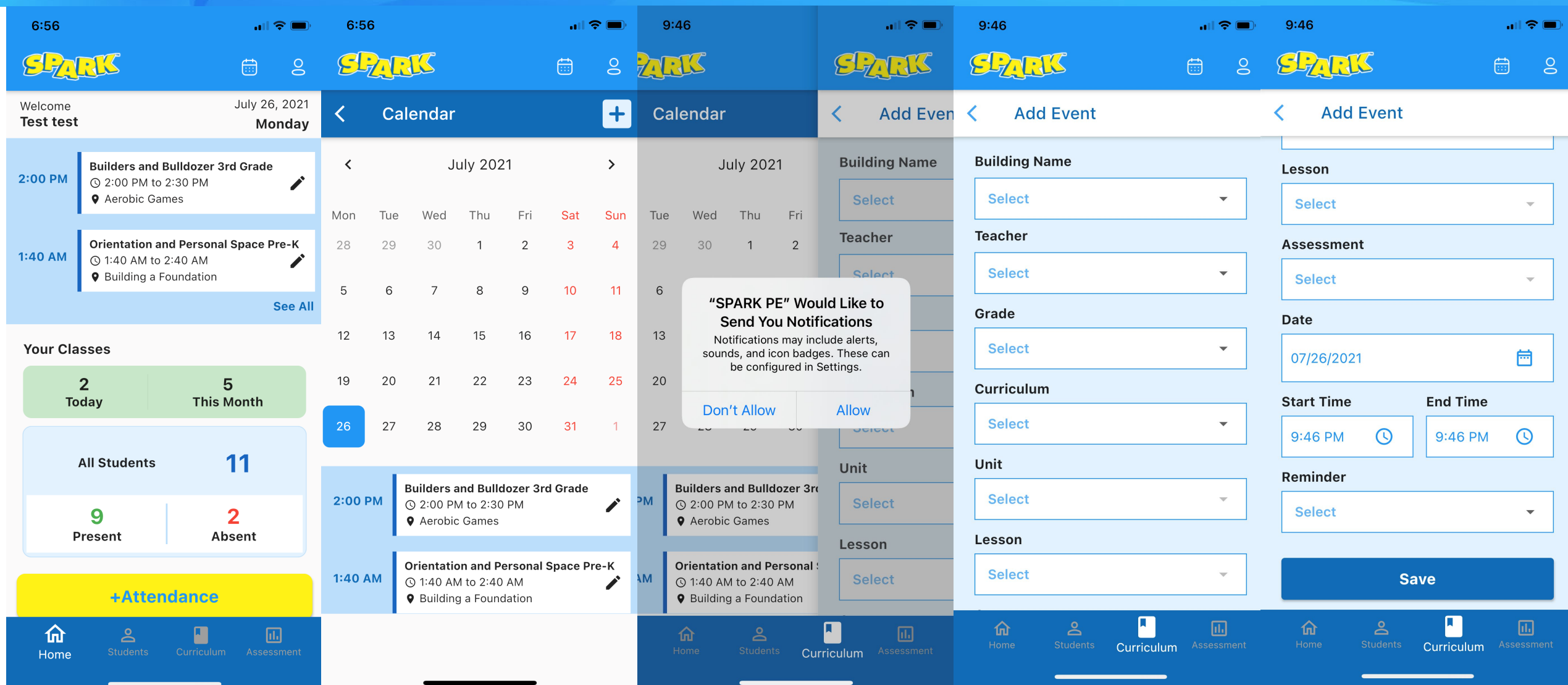
- Football Self-Check
- Throwing Rubric
- Receiving Rubric
- Ball Carrying Rubric
- Football Coulda Shoulda Woulda

Home Students Curriculum Assessment

✓ Capture fitness testing



✓ *Schedule SPARK lessons, assessments + fitness tests, with pop-up reminders*



FREE SPARK™ PE APP TRIAL

1 Create an account here!



2 Download SPARK app!

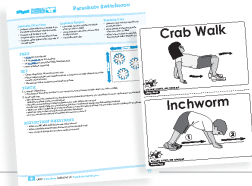
Search "SPARK PE"



3 Login with account credentials!

Free access for 3 weeks

Visit SPARK online at SPARKpe.org for **Free Resources**



Sample Lesson Plans

Access a sampling of research and standards-based, highly-active Physical Education (K-2, 3-6, Middle School, High School, and Inclusive PE), Early Childhood, After School, and Active Classroom lesson plans at SPARKpe.org/free-lesson-downloads



Webinars

SPARK hosts FREE webinars on timely topics in the field of physical education and student health. Go to SPARKpe.org/webinars to register for upcoming webinars, and view recorded webinars for FREE on SPARKacademy.org.



Online Grant Finder

Looking for funds to implement a quality physical education/activity, health, or nutrition program? Our Grant Finder tool will help you find grants specific to your state and area of focus. Go to SPARKpe.org/grant-finder for details.



eNewsletter

Each month you'll receive our monthly eNewsletter full of grant opportunities, teaching tips, equipment promotions, and links to free resources. Go to SPARKpe.org/signup and sign up today!



Standards Alignment

To see SPARK's alignment with state and national standards, go to SPARKpe.org/standards for details.



SPARK Blog

Follow the SPARK Blog for teaching tips, parent and family resources, trends in physical education, and educational infographics on health, physical activity, and physical education. Go to blog.SPARKpe.org/ to read the blog articles.



Advocacy Alerts

Need help advocating for Health and Physical Education at the state, district, or school level? Simply fill out a form and we will use our network to help you advocate for the health and well-being of students. SPARKpe.org/advocacy/advocacy-alerts

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