## Weekly Lesson Plan- Physical Education 3-4

## Teacher: Dollar

Strand: $\rightarrow$ Movement Competency Cognitive Abilities $\quad \rightarrow$ Responsible behavior Lifetime Fitness

| Date | Unit/Objective | Equipment |  |
| :---: | :---: | :---: | :--- |
| January <br> $10^{\text {th }}, 2017$ | Running | Hula hoops | Warm up: (10 min) <br> Students will [jog, skip, walk, lunge, shuffle...] laps as music plays <br> When music stops the teacher will call out a number and an exercise or stretch for the <br> students to complete (teacher will model and count with students). <br> Game/Challenge: ( $\mathbf{3 0} \mathbf{~ m i n ) ~ S a f e - Z o n e ~ T a g ~}$ <br> Choose one student to be "it." All other students must run around to avoid being <br> tagged. If a student is tagged, s/he becomes "it." To keep from becoming "it," <br> students may stand inside one of three hula hoops for up to three seconds. The <br> student who is "it" may tag someone who is running around, or s/he may count to <br> three and attempt to tag a student fleeing from the hula hoop. <br> Cool Down: (5 min) |
| Group high-fives, deep breaths, stretches |  |  |  |


| Date | Unit/Objective | Equipment |  |
| :---: | :---: | :---: | :--- |
| $\begin{array}{c}\text { January } \\ 12^{\text {th }}, 2017\end{array}$ | Running |  | Lesson |
| Lesson 2 |  | $\begin{array}{l}\text { Warm up: (10 min) } \\ \text { Students will [jog, skip, walk, lunge, shuffle...] laps as music plays } \\ \text { When music stops the teacher will call out a number and an exercise or stretch for the } \\ \text { students to complete (teacher will model and count with students). }\end{array}$ |  |
| Game/challenge: (30 min) The Big, Bad Wolf Tag |  |  |  |$\}$| Choose one student to be the wolf. The student who is selected to be the wolf must |
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| stand in the center of the game while all of the other students line up on one of the |
| lines facing the wolf. The wolf calls out, "Who's afraid of the big bad wolf?" The |
| players respond, "Not I!" Then the wolf says, "Then skip to the other side." As players |
| do so, the wolf tags as many students as possible. Tagged students become the wolf's |
| helpers and can tag other students racing across. The wolf calls out different ways to |
| travel across each time (galloping, hopping, etc.). |
| Cool Down: (5 min) |
| Group high-fives, deep breaths, stretches |

