

Teachers Name: Leah Queen

Title: Super Spy Kids

Focus Ark. framework	Grade level	Warm up activity (stretch, run/walk, stations)	Assessment
PEL 2.4.2 Demonstrate game strategies of chasing, fleeing, and evading.	4th	Warm up team cards with locomotor movements, questions and team choice. Review weekly skill and questions	Observation
Instructional Target Outcome (Big Idea)			
Students will develop and demonstrate catching, throwing and evading skills in a game situation while using teamwork and strategic play.			
Classroom Activity Directions/			
<ol style="list-style-type: none"> 1. Game begins with 2 teams – 1 at the back of each playing area 2. Each team has 3 or 4 “Spy kids” – the rest of the team are “Thumb-Thumbs” 3. Thumb-Thumbs job is to throw mini balls at Thumb-Thumbs on the other side of the court – below the shoulders 4. Any player may use the shields/barricades to hide behind but if a ball travels over and hits them below the head they are captured 5. If hit/captured - Thumb-Thumbs must to the other side’s holding area or dungeon 6. If another Thumb-Thumb catches your ball – you are captured! 7. Thumb-Thumbs cannot hit Super-Spy kids; they have immunity! 8. The Super-Spy kids’ job is to cross into the other side’s playing area and try to free the Thumb-Thumbs on their own team from the dungeon– If they are not tagged by another team’s Super-Spy Kid they may gather as many Thumb-Thumbs from their team in the other team’s dungeon. If a Thumb-Thumb is attached to a Super-Spy Kid or attached to another Thumb-Thumb who is attached to a Super-Spy kid they make walk out with them – back into their own playing area 9. Only Super-Spy kids can tag other Super-Spy kids – Thumb-Thumbs cannot tag – Spy kids are playing their own little game against each other – trying to free their teammates or tag the other team’s Super-Spy kids if they enter their playing area 10. Super-Spy Kids cannot throw a ball 11. If a Super-Spy Kid is tagged by the other team’s Super-Spy kid – they are captured too. If all of the Super-Spy kids are captured on 1 team – the game is over! 12. Super-Spy Kids can save their own Super-Spy Kids too! 13. If there is only 1 Super-Spy Kid left to save the others, he/she has a 30 sec. countdown to save the other S-S Kids on their team before the game is called 			
Ties to Literacy		Specific Vocabulary	
Students will as a team talk and pick 4 students in each group to be the spy kids.		<ul style="list-style-type: none"> • collaboration 	
Resources, Materials and Visuals		HOT	
Mats Mini Balls Pennes <u>Addition Frameworks:</u> PEL 1.4.2 Throw an object overhand/underhand with increased velocity and accuracy. PEL 5.4.3Exhibit teamwork skills in activity settings.		Students will demonstrate overhanded throwing.	

