

Teachers Name: Leah Queen

Title: Zombie Hunt

Ark. framework	Grade level	Warm up activity (stretch, run/walk, stations)	Assessment
PEL 1.4.4 Dribble around moving obstacles using both hands while moving at a greater speed.	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 both dribble and concentrate on their surroundings			
Classroom Activity Directions/			
<ol style="list-style-type: none"> 1. On a teachers signal, 1 zombie team dribbles down to the pile of armbands on the north wall grabs one and then returns back to the south wall. 2. The Zombie Hunter teams (1 team on each side) each have one ball and one shot to roll the ball and hit the zombies foot as they run down to get a armband and back 3. The Zombie Hunters have to stay behind the line when they roll the ball and it cannot be thrown or tossed 4. If the Zombie can make it down and back without being hit on the foot by a rolled ball, they can keep the armband for their team. If they get hit, they must return the armband to the starting point. A armband is worth a point. 5. After each zombie attempts their armband capture “mission”, the Zombie Hunters retrieve a ball to reload for the Zombie another run. Switch teams up after 2 rounds 			
Ties to Literacy	Specific Vocabulary		Essential Questioning
Listening and speaking are the skills this week	obstacles		Why should you sdribble with your head up?
Resources, Materials and Visuals		HOT	
Basketballs and playground balls		Students will explain to each other how points are accumulated.	