

# Health Smart Virginia - Sample Lesson Plan Grade Level 3

### **Unit** Balance and Reaction Time Activities

### **SOLs:**

- 3.1 A Demonstrate the critical elements for overhand throw and catch using a variety of objects; control, stop, and kick ball to stationary and moving partners/objects; dribble with dominant/preferred hand/foot; pass a ball to a moving partner; strike ball/object with short handled implement upward and forward; strike/bat ball off tee (correct grip, side to target, hip rotation); jump/land horizontally (distance) and vertically (height).
- 3.1 B Perform an educational gymnastic sequence with balance, transfer of weight, travel, and change of direction.
- 3.1 D Perform an educational gymnastic sequence with balance, transfer of weight, travel, and change of direction.
- 3.4 D Implement teacher feedback to improve performance.
- 3.4 E Provide appropriate feedback to a classmate.

### **Title:** Balance & Reaction Time

## **Objectives/ Goals:**

- The student will perform a controlled balance with change of direction
- The student will compare and contrast static versus dynamic balancing activities
- The student will work well/cooperate in groups while moving through centers and attend to the teacher while instructing
- The student will be active for at least 70% of the lesson

### **Materials:**

- cushions/pillows
- balance boards
- balance beams
- aerobic steps
- mini trampoline
- beanbags
- tumbling mat
- various height containers

### **Procedure:**

#### Learning Activities/Task Organization Skill / Behavior Cues Ss will enter gym (greeted by T), Sts sit criss-cross on 3 point line Sit on 3-pt line beside your follow the 3 point line & sit neighbor with your legs crisscrossed, hands in lap, eyes on crisscross w hands in lap T, & voice off so you can listen T will introduce warm-up game of Т "Shark Run" Cues: Using two cushions or "buoys" T will call roll & as each name is - move across the "water" called student locates designated avoiding the sharks so you colored polyspot behind can't step off those cushions or perimeter (& cushions) for team "buoys" - Must face forward at & stands stationary behind said ALL times - Start by putting the color two cushions in front of each other in the shark infested Ss participate in game water – then stand on the far Begin & end on T signal one, bend down, reach behind During rest periods T will explain you while still facing forwards, 1-2 centers at a time. pick up the cushion and move it to the front and put it down. Repeat until reach destination, avoiding sharks in the path Centers: Cues: 1. Balance Board (static At station rotation time, T will balance) - stand on board toot whistle or say "Freeze", Sts while trying to keep ball will freeze in place immediately, in the middle T will say "set up", Sts will place equipment so it is ready for next group, T will say "Red Line at your station", Sts will line up on the red line at their station location, T will say "Rotate", Sts

- 2. Balance Beam Obstacle
  Course (dynamic balance)
   remain on beams while
  walking across balance
  on beam using one foot turn direction while on
  beam slide sideways
  across beam
- 3. Trampoline Jump (dynamic balance)& Land w Ta-Dah (static balance) jog, jump on trampoline, land on floor, balance with Ta-Dah finish
- 4. Bean Bag Sliders
  (dynamic balance) 2
  groups, each is trying to
  tag foot of other team
  with beanbag while
  moving so not having its
  foot tagged
- 5. Forward Roll (rolly polly) (dynamic balance)- Stand with feet together, squat, tuck chin, push bottom up & over, stand with hands overhead for Ta-Dah finish
- 6. Bean Bag Balance (static balance) (on 1 foot) 3 bean bags on floor in front of 3 different sized containers, place 1 beanbag on foot, balance, place bag into container, repeat at next bag

will rotate clockwise to next station, T will say "Off you go", Sts will begin play

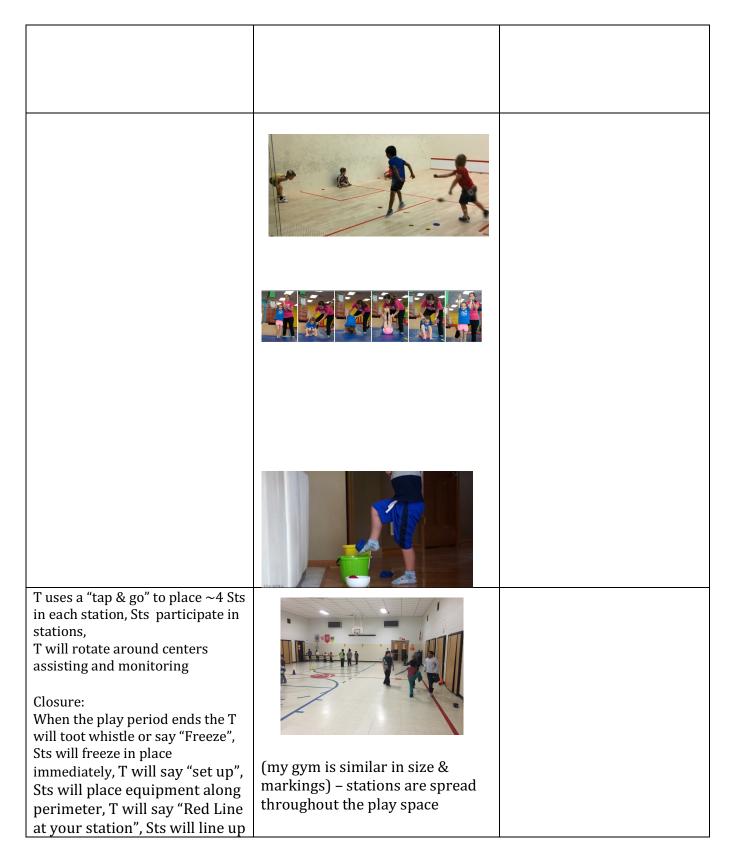
Static Balance = maintaining the body in some fixed posture

Dynamic balance = maintaining the body's stability while body parts are in motion









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### Assessments, References & Sources:

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