

Teacher(s)	Christo Lemmers	Subject group and discipline	Grade 10 PHE		
Unit title	Invasion games - Turbo touch	MYP year	5	Unit duration (cycles)	3 12 periods

Inquiry: Establishing the purpose of the unit

Key concept	Related concept(s)	Global context
Systems Relationships	Adaptation Choice Movement	Globalization and sustainability Students explore the impact of decision making and the connection between action and reaction in an invasion game
Statement of inquiry		
By transferring and adapting individual skills and team strategies from other invasion sports you will be able to outplay your opponent		
Inquiry questions		
<u>Factual</u> What defending systems can you adapt to score or prevent a touchdown? Which attacking skills can you use to score a touchdown?	<u>Conceptual</u> Which strategies can you transfer from other invasion games to improve your game? Which systems would you put in place to counter your opponents' strengths?	<u>Debatable</u> Is clear communication and being able to switch between attacking and defending paramount in an invasion game? Can a system compensate for a lack of skills?

<p>Objectives</p> <p>Understanding different attacking and defending strategies that are used in (almost) all invasion games can be adapted to a new sport like turbo touch</p>	<p>Summative assessment</p> <p>Written test and team analysis</p>	<p>Relationship between summative assessment task(s) and statement of inquiry:</p> <p>Attacking and defending strategies / skills taught and used in class are similar to other invasion sports, students analyze their own and opponents' strengths and weaknesses and base their team strategy on those factors. In the written test students are asked to identify several skills and strategies that they have adapted in the game. By using the Team Strategy sheet the students will analyze their opponents.</p>
<p>A i A ii A iii</p>	<p>Outline of summative assessment task(s) including assessment criteria:</p> <p>Criterion Ai and Aiii: explaining factual and conceptual knowledge and applying terminology to communicate understanding. 20 questions on Schoology. MCQ, short answer, true/false, insight questions. 27 points to be earned.</p> <p>Criterion Aii: applying knowledge to analyze issues to solve problems in unfamiliar situations. Using the Team Strategy sheet during class tournament, to analyze own strength and weaknesses, and attacking and defending systems of other teams.</p>	

Approaches to learning (ATL)
<ul style="list-style-type: none"> • Organization - plan strategies and take action • Transfer - make connections between different invasion sports • Communication - negotiate ideas and knowledge with peers

Action: Teaching and learning through inquiry

Content	Learning process
<p>Knowledge</p> <p>Students should know:</p> <p>Rules of Turbo touch , court dimensions and boundaries, how to score a touchdown, how to defend and make a touch. When there is a change of possession of the ball</p>	<p>Learning experiences and teaching strategies</p> <p>Teacher will need to explain and exemplify the following areas of study</p> <ul style="list-style-type: none"> • Passing over long and short distances • restarting with a tap-ball • Ball control • Movement with and without the ball • Making a touch on a player <p>Students will practice a variety of drill and exercises specific to the skills learned</p>
<p>Understanding:</p> <p>Students should understand that:</p> <p>Different teams use different strategies, adapting attacking and defensive systems to the situation will improve the chances for good results.</p> <p>Change in possession of the ball: second touch, incorrect tap, ball to ground, touch and pass, touchdown, entering active zone before it's open</p> <p>4 x 2 rules (2m from tap-ball, 2 passes to open score zone, 2 touches before turn-over, 2sec</p>	<p>Students will be shown a variety of game scenarios to show the various defending systems in invasion games.</p> <p>Develop students awareness of defensive and attacking systems, communication skills and analyze game plays:</p> <ul style="list-style-type: none"> • attacking plays • defensive positioning and marking • attacking responsibilities • defensive responsibilities <p>Games to develop tactical play, students will be group by team to practice together and strength and weaknesses can be identified and adapted to in team strategy</p>

<p>before defense can move up)</p> <p>Quick play: Quick-tap, off-side rule, opening the scoring zone quickly</p> <p>Defensive systems: zone defense, man2man defense, 2-1-2 formation, mixed</p>	<p>Students will have access to task-specific resources for summative assessment</p>
<p>Skills:</p> <p>Students should be skilled at:</p> <p>Turbo touch attacking strategies - tap-ball, loop/wrap and switch/cut, draw-and-pass</p> <p>Ball handling - passing (pop, short, spiral/long) and catching and flick-on</p> <p>Tracking and marking - marking and making a touch on a player with the ball, moving in defensive formation and communicating actions</p>	<p>Formative assessment and feedback</p> <p>Refereeing modified games, orally asked questions, reflecting on success with peers, analyzing game strategies of opponents, using specific terminology during class</p>
	<p>Differentiation</p> <p>Students are able to take on different roles in the team (captain, vice captain, impact player, analyst)</p> <p>Students are able to develop their personal motor skills at their own pace making them more of an impact player.</p>
<p>Resources</p>	
<p>Turbo touch website, example of lesson plan, turbo touch rules, examples of defensive strategies in other sports, Team Strategy sheet.. Resources on schoology (instructional clips, PDF's, assessment rubrics). Balls, court, squizzles</p>	

Reflection: Considering the planning, process and impact of the inquiry

Prior to teaching the unit	During teaching	After teaching the unit
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<p>Students are very new to turbo touch. Game does allow for easier understanding than regular touch but the new rules will be difficult. Many have little experience with rugby in general</p>	<p>Spending much time on understanding of the rules and less on actually looking at different systems.</p>	<p>Team strategy sheet needs to be developed further, making it clearer what to look at in other team strategies and identifying the characteristics before finding the weakness</p>
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