

Unit 4 - Volleyball

Content Area: **Unified Arts**
Course(s): **Physical Education 7**
Time Period: **November**
Length: **4 weeks**
Status: **Published**

Unit Summary

Standards

HPE.2.5.8.A.1	Explain and demonstrate the transition of movement skills from isolated settings (i.e., skill practice) into applied settings (i.e., games, sports, dance, and recreational activities).
HPE.2.5.8.A.CS1	Movement skill performance is primarily impacted by the quality of instruction, practice, assessment, feedback, and effort.
HPE.2.5.8.C.1	Assess player behavior for evidence of sportsmanship in individual, small-group, and team activities.
CAEP.9.2.8.B.3	Evaluate communication, collaboration, and leadership skills that can be developed through school, home, work, and extracurricular activities for use in a career.
TECH.8.1.8.D.CS2	Demonstrate personal responsibility for lifelong learning.

Student Learning Objectives

Essential Questions

- Why are team activities important?
- What skills can I use in other settings?

Enduring Understandings

- Students will understand that volleyball is a lifelong activity that requires proper skill and knowledge of volleyball in order to have success.

Application

- Students will be able to independently use their learning for the four cues to bump: athletic position, hand grip, chin down, and follow through.
- Students will be able to independently use their learning for the four cues to set: window, fingertips, athletic position, and hands in-front of face.
- Students will be able to independently use their learning for the three cues to serve: step in opposition, heel of your hand, and follow through to your

target.

- Students will be able to independently use their learning to follow rotation patterns.
- Students will be able to independently use their learning for rally scoring including game to 25 and score every point.

Skills

Students will be able to:

- Bumping a volleyball
- Setting a volleyball
- Serving a volleyball
- Implementing offensive attack
- Rotating and keeping score