Unit 3 - Soccer

Content Area:	Unified Arts
Course(s):	Physical Education 8
Time Period:	September
Length:	4 weeks
Status:	Published

Unit Summary

The soccer unit is designed to familiarize students with basic soccer footskills, fitness related to soccer, cooperation and teamwork, and basic offensive and defensive strategies.

Standards

HPE.2.5.6.B.3	Analyze individual and team effectiveness in achieving a goal and make recommendations for improvement.
HPE.2.5.8	All students will utilize safe, efficient, and effective movement to develop and maintain a healthy, active lifestyle.
HPE.2.5.8.A	Movement Skills and Concepts
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.2	Apply the concepts of force and motion (weight transfer, power, speed, agility, range of motion) to impact performance.
HPE.2.5.8.A.4	Detect, analyze, and correct errors and apply to refine movement skills.
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.B	Strategy
HPE.2.5.8.B.1	Compare and contrast the use of offensive, defensive, and cooperative strategies in a variety of settings.
HPE.2.5.8.B.2	Assess the effectiveness of specific mental strategies applied to improve performance.
HPE.2.5.8.B.CS1	Individual and team execution in games, sports, and other activity situations is based on the interaction of tactical use of strategies, positive mental attitudes, competent skill levels, and teamwork.
HPE.2.5.8.C	Sportsmanship, Rules, and Safety
HPE.2.5.8.C.1	Assess player behavior for evidence of sportsmanship in individual, small-group, and team activities.
HPE.2.5.8.C.2	Summarize types of equipment, products, procedures, and rules that contribute to the safety of specific individual, small-group, and team activities.
HPE.2.5.8.C.3	Analyze the impact of different world cultures on present-day games, sports, and dance.
HPE.2.5.8.C.CS1	Self-initiated behaviors that promote personal and group success include safety practices, adherence to rules, etiquette, cooperation, teamwork, ethical behavior, and positive social interaction.
HPE.2.5.8.C.CS2	Movement activities provide a timeless opportunity to connect with people around the world.
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. Demonstrate personal responsibility for lifelong learning.

Student Learning Objectives

- Students will learn basic foot skills such as passing, dribbling, shooting to engage in a variation of soccer games.
- Students will learn how to work with teammates to establish a offensive and defensive strategy based on skill level.
- Students will learn to exhibit sportsmanship through the teaching of leadership behaviors of what is acceptable and not.

Essential Questions

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

Enduring Understandings

- Students will understand that teams work together.
- Students will understand that skills are necessary to have to accomplish goals.

Application

- Students will be able to independently use their learning to demonstrate skills such as dribbling, trapping, passing, shooting, and throw-ins.
- Students will be able to independently use their learning to complete shooting challenges.
- Students will be able to independently use their learning to participate in offensive and defensive games (3 v 2 or 2 v 1).

Skills

Students will be skilled at:

- Demonstrating soccer skills with proper form and mechanical accuracy.
- Understanding field positions.
- Demonstrating rules and understanding of the game.
- Dribbling inside and outside of foot and changing speed.
- Passing.
- Trapping with foot on top and one knee.
- Drop kicking.
- Throwing in.
- Corner kicking.

- Penalty kicking.
- Offensive and defensive play.
- Implementing the rules.