

Physical Education
Unit 14: Recreational Lawn Games
Horseshoes, Croquet, Bocce, & Ring Toss

Essential Understandings	Students will learn the benefits of recreational lawn games as a lifetime recreational activity.
Essential Questions	- What are the basic skills of horseshoes, croquet, bocce, and ring toss? - What are the basic rules of horseshoes, croquet, bocce, and ring toss?
Essential Knowledge	Basic Rules: Croquet - Can be played individually or in small teams of 2 – 4. - Played with a mallet, 2 stakes, 9 wickets, and 4 – 6 balls. - A player cannot hit another player's ball with his/her mallet. - A player only goes once per turn unless they correctly go through a wicket or hit a turning stake. - The color of balls and order of play is determined by a coin toss. Horseshoes - Two players compete against each other from the same end. - The first player pitches both shoes, followed by the opponent. - Opponents will alternate pitching first each inning. - Each ringer thrown will score three points. - Any shoe that remains within six inches of the stake, regardless of the opponent's shoes, will receive one point. - Whichever player accumulates the most points after completing 10 innings (20 pitches) is the winner. - Ties are decided by pitching an extra inning. Bocce - Form 2 teams of 2 players per team. - A member of team A places the "jack" (target ball) anywhere from side to side on the midling. The same player now rolls two balls as close to the target as possible. - Next, a player from team B attempts to roll two balls nearer to the jack. - The second player from team A rolls, and finally the last player from team B. - A player may not step past the end line before releasing the ball. - A ball may be rolled or bowled in any manner. - Measure the balls from their outer distance. (Use heel-to-toe

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	steps to measure the distances if two balls are close.) ○ Any ball that is closer than the opposition's scores one point. ○ Ties between two balls of opposing teams will cancel each other. ○ The team that scores will toss the jack to begin the next frame. This gives the advantage (hammer) to the opposition. ○ Any ball that rolls or is hit out-of-bounds is eliminated. ○ First team to attain 15 points is declared the winner. <u>Ring Toss</u> ○ Mark lines to set distance from ring toss stand for players. ○ 2 teams with 1 – 2 players per team. ○ 1 player from each team takes a turn throwing his/her 2 rings. ○ Keep track of points scored per team. ○ Second player from each team takes a turn with points added to previous score of teammate. ○ Play 4 complete rounds. ○ Person/team with highest number of points at end of 4 rounds is the winner. ○ Ties are settled with an extra round played.
Vocabulary	▪ <u>Terms:</u> ○ Croquet: mallets; wickets; roqueted; ricochet ○ Horseshoes: ringer; inning; pitch; leaner ○ Bocce: jack ball (target ball); midline; endline; rolled or bowled; hammer (advantage) ○ Ring Toss: stand; rings; throwing lines; cumulative points
Essential Skills	▪ Demonstrate an understanding of the skills required for each of the four lawn games. ▪ Demonstrate an understanding of the basic rules of each of the four lawn games. ▪ Demonstrate how to score for each of the four lawn games. ▪ Demonstrate proper safety measures for each of the four lawn games.
Related Maine Learning Results	<u>Health and Physical Education</u> G. Movement/Motor Skills and Knowledge G1. Stability and Force Students change their motion and the motion of objects by applying the principles of stability and force during skill practice. a. Demonstrate the principle of opposition. b. Demonstrate how the point of contact changes the path of an object.

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	c. Demonstrate how the point of release changes the path of an object. d. Demonstrate lifts and actions that decrease risk for injury. G2. Movement Skills Students demonstrate motor skills and manipulative skills during drills or modified games/physical activities. a. Demonstrate correct technique for motor skills and manipulative skills during drills or modified games/physical activities. b. Combine manipulative skills with motor skills during drills or modified games/physical activities. G4. Skill Improvement Students explain how specific, positive, and correct feedback affect skill improvement. I. Personal and Social Skills and Knowledge I1. Cooperative Skills Students demonstrate cooperative and inclusive skills while participating in physical activities. a. Work together as a team. b. Respond appropriately to peer pressure. c. Manage conflict. d. Engage peers respectfully in activities. I2. Responsible Behavior Students demonstrate responsible personal behaviors while participating in physical activities. I3. Safety Rules and Rules of Play a. Explain the purpose for modifying playing rules in specified situations. b. Explain the safety rules and possible risks associated
Sample Lessons And Activities	▪ On a field, set up a section for each of the four lawn games. ▪ Walk students through each area, explaining rules and scoring of each game (which will also be posted at each area). ▪ Have students pair up and send students to each area to practice skills needed for each game. Students will rotate areas after approximately 5 – 6 minutes at that area. ▪ Second class, pair-up and set-up challenge pair with an assigned area to start. Play a complete game and then move to another area. Continue to all four areas if time allow.
Sample Classroom Assessment Methods	▪ Teacher observes students level of participation, sportsmanship, quality of play, effort, and ability to follow rules.
	▪ <u>Publications:</u>

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Sample Resources	○ <u>PE Games & Activities Kit</u> – Ken Lumsden ▪ <u>Websites:</u> ○ www.pecentral.org ○ www.sportsknowhow.com
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