

Physical Education Brunswick School Department
Grade 9
Croquet

Essential Understandings	<ul style="list-style-type: none"> ▪ Students will learn the benefits of croquet as a lifetime recreational activity.
Essential Questions	<ul style="list-style-type: none"> ▪ What is proper croquet etiquette? ▪ What is the standard double diamond pattern? ▪ What does playing “cut-throat” mean? ▪ What is roqueting?
Essential Knowledge	<ul style="list-style-type: none"> ▪ Basic Rules <ul style="list-style-type: none"> ○ Can be played individually or in small teams of 2-4. ○ Played with a mallet, 2 stakes, 9 wickets and 4-6 balls. ○ A ball can only be struck by the face of a mallet. ○ A player cannot hit another players ball with their 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. ▪ Scoring <ul style="list-style-type: none"> ○ A point is awarded when a player or team hits their ball through the proper wicket in the correct direction or hits the appropriate stake. ○ If you roquet, or hit another player’s ball with your ball, you are awarded two bonus strokes. ○ Bonus points are only awarded for hitting the stake after passing through the appropriate wicket. ○ When all players or teams complete the course, points are added and the player or team with the most points win.
Vocabulary	<ul style="list-style-type: none"> ▪ <u>Terms:</u> <ul style="list-style-type: none"> ○ mallet, wickets, cut-throat, roqueted, roqueting, status quo ante
Essential Skills	<ul style="list-style-type: none"> ▪ Demonstrate a proper strike so the flat part of the mallet makes contact with the ball. ▪ Demonstrate ability to control speed and direction in order to exhibit strategy. ▪ Demonstrate proper safety by proper swinging of mallet.

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<p>Related Maine Learning Results</p>	<p><u>Health and Physical Education</u> G. Movement/Motor Skills and Knowledge G2.Movement Skills: Students demonstrate a variety of specialized movement skills specific to a game/physical activity while participating in a game/physical activity. I. Personal and Social Skills and Knowledge I2.Responsible Behavior Students demonstrate responsible and ethical personal behavior while participating in physical activities. I3.Safety Rules and Rules of Play: Students predict how etiquette/rules improve games/activities. a. Explain how etiquette/rules contribute to productive participation. b. Predict how modifications to the environment can impact safety during games/physical activities.</p>
<p>Sample Lessons And Activities</p>	<ul style="list-style-type: none"> ▪ Set up 3-4 courses and split class so that there are 3-4 players at each course ▪ Keep individual players scores throughout all games ▪ After 4 days of play, determine an overall winner by number of points earned during all of the matches
<p>Sample Classroom Assessment Methods</p>	<ul style="list-style-type: none"> ▪ Subjective grading on quality of play, etiquette and overall effort to go by rules during play.
<p>Sample Resources</p>	<ul style="list-style-type: none"> ▪ <u>Publications:</u> <ul style="list-style-type: none"> ○ <u>Quality Lesson Plans for Secondary Education</u> - _Zakrajsek, Cares and Pettigrew