FRISBEE

Learning objectives: TSWBAT...

Lesson 2

Lesson #: 3 of 5

Topic: Throwing/Catching Frisbee Grade(s): 5 Materials/Resources: Discs, cones, pins, hula hoops, baskets	 Consecutively throw the disc at a target and partner Work as partners and develop strategies Catch the disc and know where it will be going Be able to execute proper grip Hand-eye coordination "Develop and apply a variety of fundamental movement skills in a variety of physical activities and environments" BC Curriculum Connection to Core Competencies 					
Parts of the lesson		Time	Teaching Points			
Set up for me before class: - Students in previous classes have proper frisbee grips - Enough frisbees for half the class - 5 lanes of pins (set up after ward) - Cones to outline starting point for and golf Activities: 1) Warm-up: Speed Flow 2) Frisbee Bowling 3) Throw and Go 4) Culminating activity: Ultimate	ss m up) for both bowling		 Foster collaboration and community (checkpoint8.3) in UDL Frisbee is all about communication and community as there is a great emphasis on the spirit of the game. You must be making eye contact and communicating with your partners/ teammates throughout these activities. There is no referee in ultimate frisbee so you must all be able to communicate appropriately if you feel something is unfair. 			
Lesson Description						
Net set up and arrival		_				
Warm-up - Speed Flow - passing drill which was covered the frisbee, and then explicit instead for the different throw types and the Basic/backhand: Facing target or your partner with throwing side towards the step and throw are with side (if a student throws hand, they will step with Students cock the wrist a Frisbee across the body	equired to hold struction is given d catches sideways to the ith, with the he receiver. The the same body with their right in their left foot).	5-8 min	 Demonstrate what a proper throw looks like Demonstrate what alligator and one handed catches look like developments depending on student group ability The smoother the motion, the better the throw Arm gives distance, wrist gives spin and float If your frisbee is wobbling you need more wrist snap 			

- elbow. The throw should be a long, flat smooth motion, ending with the index finger pointing towards the target.
- Forehand: opposite side shoulder facing the target. Imperative to keep the frisbee flat, with the release beginning at waist level or below, and the outside edge of the frisbee down.
- The catch: there are two types of catches, the claw and the alligator. The claw is when you catch the frisbee with one or two hands, catching the edge of the disc. The alligator is where two hands clap the bottom and the top.
- Teacher will set up cones to display the distance that students should be apart from one another
- Partners will throw back and forth to see how many throws they can make in one minute

Bocci Frisbee

- 8 Hula Hoops are spaced out equally on the field.
- Students get into groups of 3 and each grab a frisbee. After grouped up the students find an open hula hoop to stand by
- One student rolls the hula hoop out in front of them and wherever it lands is the new target
- Students then take turns throwing their frisbees
- whoever's frisbee lands closest or inside of the hula hoop wins that round.

- Frisbee must be released flat
- Make sure that you don't over exaggerate your throw
 - Keep it smooth and relaxed
- Like skipping a stone on a lake
- Remember to keep eye contact with your partners
- ADAPTATIONS
 - Distance can be set to match the skills and abilities of the group and individual students
 - Changes to the type and size of frisbees

- Students are working on their target practice as well as longer distance throwing.
- Students are able to see how the frisbee will fly in the air and practice different techniques to get the frisbee to go where they want.
- Remind students to release frisbee in the direction they want it to go and follow through after
- Teacher is able to walk around and give feedback on technique.
- ADAPTATIONS:
 - Teacher sets the distance of the hula hoops (further away or closer depending on skill level)

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15 min

Throw and Go: 10 min Students get into partners and line up behind Partners throw and catch down the field while "leapfrogging" past one another with each successful catch If the frisbee is dropped it must be returned to Students should be working on the last spot it was thrown closer distance tosses to their Students see how far they can get down the field partner. before the whistle is blown Students are working on quick but controlled passes **ADAPTATIONS** Students are not required to leapfrog, they can high-five or just pass the other student If students are struggling, it does not have to be times or a race, they can **Beginners Ultimate Frisbee:** just see how far they cant Students are split up into 4 teams. get down the field Team one and two play each other on one half of the field while team three and four play each other on the other half. One team starts as offence, while the other starts as defence The defencive team throws the frisbee down the 20 min Students should be working on field to begin play by the offensive team long and short passes, Where the frisbee is caught or picked up positioning on the field, strategy, by the offensive team is where the play team work, communication, and begins bodily awareness Once a player picks up the frisbee, they can only Remind students on offensive pivot and make a throw to their teammates, with team to indicate that they are the goal being getting the frisbee up the field open, and to call names to who into their endzone they are passing to If the offensive team makes it to their endzone, Students should be working on without the frisbee being intercepted or defensive technique dropped, they score a point and the frisbee is Students need to be aware of

turned over for the other team to play.

play the frisbee in offense

If the frisbee is intercepted by the defensive

team or dropped then the other team can now

where the frisbee is as well as

aware of all the players on the

in the air for the frisbee. You might bump into someone)

field (don't always be looking up

When playing in defense players should be Students should get into position defending a particular player in hopes of to execute a fluent pass intercepting passes by the opposing team Remind students that they are Defensive players need to be putting pressure on not supposed to run with the one player, whilst being aware of their frisbee surroundings and play at hand. This is a non Remind students that this is a contact sport, physical contact should always be non-contact sport. avoided **ADAPTATIONS** Games can be split up so that there is a game with competitive players and non competitive players Adjust the speed in which the game is played by changing the amount of passes that students need to complete before scoring Changes in the size and type of frisbee depending on students ability Change in the size of the field Closure **Movement:** What makes a good frisbee throw (direct and intentional throws) How can we make better passes to teammates? How can we make sure the frisbee goes in the direction we want it to go in? **READY POSITION: what does this look** like? **Teamplay:** What's important to do when working with other people playing frisbee? Make sure you are always ready to receive a pass Tink about the amount of force needed and releasing the frisbee at the right point. we will get deeper into positioning and offense/defense strategy next class when we start working towards a full size game of ultimate frisbee.

Diagrams:	(football	field for s	cale but car	n be modified	to fit differe	nt fields as n	ecessary)

