

Call for Papers & Activity Presentations

Elementary, Middle and High School Teachers are urged to share their ideas about the teaching of physical education. Individuals are encouraged to present research or position papers, activity ideas or any other relevant program. Proposals will be accepted until October 31, 2015. Proposals should include a one-page typed submitted as a Microsoft Word document (so it can be posted to our web page) via e-mail attachment, along with the completed form below and be sent to Kim Thompson. Deb Baber, Judy Phillips and Don Puckett will also be assisting with the selection of presentations. Hard copy submissions will be accepted, but we may not be able to post to our web page as part of the proceedings following the conference.

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Presentation Title: Alligators, Penguins and Flying Fish Oh My!

Type of Presentation: Activity Based Large Group

Space Needs Large activity space.

Will you use music? YES

Equipment You Need Us to Provide (How many participants will this amount serve?) US Games will provide the equipment. 60 participants may be involved.

Audience Addressed: K-12

Length of Presentation: 50 Minutes

Your Name, Position: Charla Tedder Krahnke

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Ultimate Fish Ball game

Focus: Work on pivots and catches without moving with the ball.

- Two teams face each other. One team begins play in their end zone.
- Pass the fish to teammates. May not run in possession of the fish.
- Only one defender on the person with the fish.
- To score a team must catch the fish across the goal line.
- Defense must be one foot away.
- Dropped fish: The last person to touch the fish goes to the other team.



No Racket Tennis-PE Central

Purpose of Activity:

To teach scoring and positioning of players on a tennis court during a game of tennis

Arrange the students on each court with a doubles team on each side. The game begins with a serve, but the server throws the ball over the net into the proper service box using an **overhand** throwing motion. The returning team must catch the ball with their hands and throw the ball using an underhand throwing motion back over the net. Underhand throws are exchanged for the rest of the point. The ball must hit inside the court where the other team must now catch the ball (either in the air as in a volley or after it bounces once) and return it. This will continue until a team scores a point.

A point is awarded when the ball does not hit within the court, the team catching it drops the ball, or it bounces twice on the court.

The score is then called out (i.e., 15/Love, 30/15, etc.) and the server now changes sides of the court. The game is played just like a tennis match. Teams change sides of the court after odd games. Play as many games as you want in the time allowed.

Teaching Suggestions:

Encourage students to use medium speed throws on the serve

Do not allow students to dive for balls--they must stay on their feet at all times

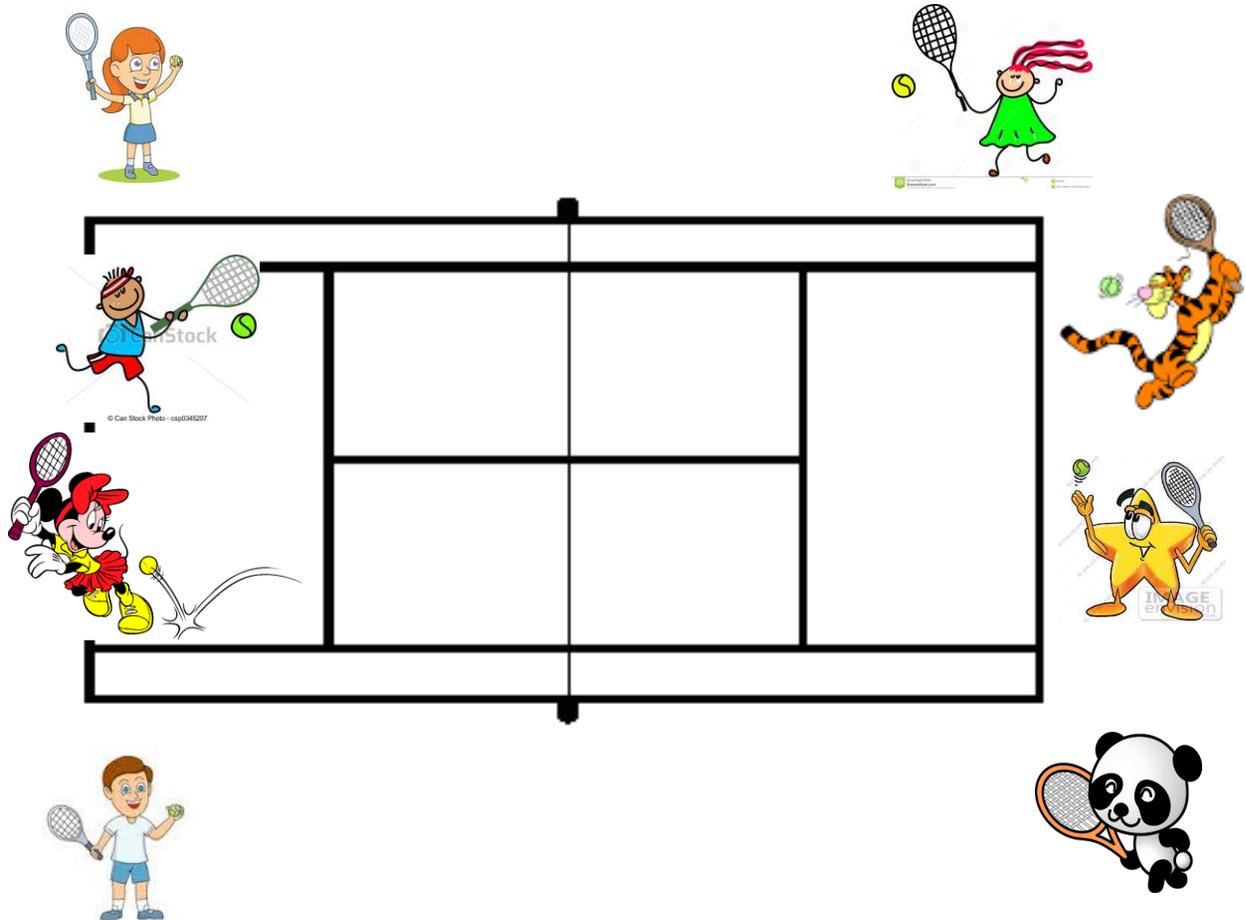
Give feedback about court positioning and scoring throughout the lesson

May use different types of balls to slow down the game

Team Challenge: Fronton- Begin with each team putting two players on the court against partners from another team. Put ball in play with a drop-hit and play out the point. Team who wins the point stays on the court and receives a point for their team. Losing team from the point, switch with two teammates. Winning partners stay on until losing a point or winning 3 consecutive points. Play to seven or time limit. Total the score for your team. Rotate teams. Round Robin format. Give points to teams for 1st thru 6th place.

Team A

Team B



6-way Frisbee

- 6 teams, 12 hula-hoops and 6 colored discs per team.
- The object of the game is to get your team's 6 disc in your hoop.
- All disc start in your middle hula-hoop.
- Only one disc played at a time.
- A disc must be out of play or tossed into the goal before another of the team's disc can be put into play.
- Defense is allowed the second game. No contact and defensive players must remain an arms distance away from the opposing player.
- A dropped disc must be returned to the center of the playing area and tossed back out into play again.
- Players may not run with the disc.
- Disc that is intercepted by an opposing team must be returned to their hula-hoop in the center of the gym. The game is over when all discs have been thrown into the goal.

Debriefing:

1. How can we be more successful as a team?
2. How could we play more defense? Offense? Spread out more? Assign each player a color team to defend?
3. What can we do to get our disc home quicker?

Speedy Frisbee

Equipment: 2 Frisbees and a tape or rope

- Divide the class into two teams of four students. Two teams compete against each other.
- Use a tennis or badminton court as boundaries.
- Each team should have one Frisbee.
- The back right person from each team has the Frisbee. They toss the Frisbee across the net at the same time.
- The object is to toss the Frisbee back and forth as quickly as possible. If one is dropped or goes out of play leave it until both are out of play.
- Rotate positions with each point.
- The scoring is one point per Frisbee. Potentially, a team could get two points per serve.

Alligator Frenzy

- The object is to complete 3 consecutive passes without dropping the alligator or having it intercepted.
- If 3 catches are completed, 1 point is awarded and the other group takes the alligator
- If the alligator is intercepted or deflected, the defense takes possession at that spot.
- Count your catches out loud.
- May not move when in possession of the alligator.
- May only hold the alligator 5 seconds.

Doubles Game

- Players make two single file lines opposite your partner on the baseline.
- The teacher is on the other side of the net, on the baseline ready to feed a dropped ball. Team #1 comes to the same side with the teacher facing the net and the rest of the class.
- Team #2 steps up ready for the feed from the teacher.
- The teacher feeds to team #2. Team #2 hits the ball into the court and the ball is played out in a rally. If team #1 wins the rally they score a point for their team.
- If team #2 wins the point, team #2 comes around the net and takes the place of team #1. No point is awarded.
- The teacher counts to three between a point ending and feeding the next ball.
- Play for a time limit or to a certain number of points. (Ex. First team to 11)

