Physical Education Program
Basketball- 5 on 5 no dribble
Lesson #19

1. Objectives (Specific, Behavioral, Assessable)
  A. Student:
    1. Students will demonstrate knowledge of previously learned basketball skills by participating in a game type situation.
    2. Students will demonstrate knowledge of the correct cues for skills learned during lesson.
  B. Teacher:
    1. Teacher will establish and enforce management protocols and provide students with feedback that can be used for improvement of skills.

2. Instant Activity:
"King of the Court"
Each student has a ball to dribble in general space. On the signal the students begin to dribble within general space trying to keep their ball, while knocking away others. If they lose control of their ball or it gets knocked away they are to stand next to the teacher and perform 10 perfect dribbles before re-entering the game.

3. Set Induction:
We have spent many days learning various skills that can be used in a basketball game. Today we are going to take these skills and use them in a modified game type situation.

4. Content Development -- see next attached page*

5. Closure/Assessment:
  • What does "BEEF" stand for?
  • Show me the position you should be in when rebounding a ball?
  • Show me the position you should be in when performing a lay-up with your right hand?
  • What should you do to have a successful pass?

6. Equipment: (for a class of 30 students)
    1. 6 basketballs

7. Protocols:
  • Go on the word Go.
  • Stop on the whistle with the ball at your feet.
  • Bring it in means bring it in to the teacher.

8. Class Rules:
  • Be respectful
  • Follow directions
  • Respect equipment
  • No Gum
  • Have fun
    o 1st offence- teacher will remind student of rules.
    o 2nd offence-Pull student from activity and give student time out.
    o 3rd offence-student will be sent to the principal's office, have student write down his/her actions and have parents sign.

Content Development*

MAF/Instructional technique	Extensions	Refinements	Applications
• Get students into groups of 5 (students left over will play mini games and rotate in) • Rotate games every 5 min. • Students will call their own games.			
Informing Task: Go the your assigned court and begin a 5 on 5 no dribble, no travel game.			
	1. Before your team can score, everyone must have touched the ball at least once.	**Cuts to get open**- use the "L" and "V" cuts to get open. **Defense**- remember to always be in denial or the help position.	
	2. This time only use the chest pass. Everyone must still touch the ball before a basket is attempted.	**Chest Pass:** **Elbows up**- keep you elbows up during your pass. **Crab hands**- thumbs down, and fingers forward and out.	
	3. This time use whichever pass you think is most likely to get around your defender. Bounce, chest or overhead. Everyone still must touch the ball before a basket is attempted.	**Defense**- in denial or helps side. **Offense**- use cuts to get open and receive the pass.	During this 5 min. game your team will score 1 point for every successful pass and 2 points for each basket (regardless of where it was shot from).
	4. This time use the most appropriate pass and everyone is not required to touch the ball. Remember no dribbling or traveling with the ball.		See how many points your team can score using regular basketball scoring rules. No points for passes.

Closure/Assessment:
Let's review some of the things we practiced today. Please do not answer until you are called on, or show the stance I ask for.
- What does "BEEF" stand for?
- Show me the position you should be in when rebounding a ball?
- Show me the position you should be in when performing a lay-up with your right hand?
- What should you do to have a successful pass?