

## How to Use It

- As you teach, assess your students' comfort, interest, and capacity to perform the activity and adjust accordingly. If an activity is too easy, jump to SPARK It Up extensions and add more difficulty. If it is too difficult, decrease the variables, simplify, and slow down.
- Highlight and emphasize game skills commonly shared with soccer, hockey, and flying disc (e.g., moving into open space, offensive/defensive strategies, etc.).
- Implement the *Basketball SPARK Event* during the last days of the unit and provide an exciting culminating experience that will showcase skills and knowledge learned. Use the SPARK Event as a foundation for teacher and student creativity and expand the idea to make it relevant to your students, school, and community.
- Generate interest for the SPARK Event with a bulletin board focusing on unit content and the SPARK Event theme. SPARK Event bulletin board plans and supplemental resources can be found at *SPARKfamily.org*.
- Use the Integrations as background information during a lesson introduction or closure. Another option is to print all the unit Integrations from *SPARKfamily.org* and staple the entire set to a bulletin board in the sequenced order. Pull off the top Integration before the start of each new lesson.
- Review the assessment samples provided on *SPARKfamily.org*.
  - The *Basketball Self-Check* is a student-paced assessment that can be used throughout the entire unit.
  - *Basketball Performance Rubrics* are observational assessments used to collect skill development data.
  - *Basketball Peer Coaching Task Cards* guide students in offering feedback to their partners for proper performance. Students take turns being the coach and the performer.
  - The *Basketball Unit Test* provides students a chance to show off their new knowledge through a short, written test given at the end of the unit.
  - *Basketball Coulda, Shoulda, Woulda* scenarios allow students to reflect and respond to situations they are often faced with during physical education/physical activity settings. These make excellent homework assignments and topics to discuss with a partner or in small groups.
  - The *Basketball Create a Routine* activity is used toward the end of the unit.
- Follow the sample Basketball Unit Plan (*SPARKfamily.org*), or use it as a guide to adjust and create your own unit plans which meet your particular instructional requirements.

## Safety

- Be sure the surface of the activity area is smooth, dry and free of unnecessary equipment.
- Emphasize ball control (keep the ball close) and body control (avoid running into others).
- During partner drills, have pairs practice in parallel lines, safely spread apart (partner face-off formation).
- Teach students to ensure their receiver is ready to catch the ball.
- Use grids with plenty of room for students to move safely.
- Mark grid boundaries clearly and teach students how to stay in their own grids.
- Establish rules for dealing with errant balls. If equipment goes into an adjoining grid, ask others to retrieve with "please" and "thank you."

## Limited Equipment/Large Class Ideas

### On/On/Off Rotation

- Arrange for 9 students to be at each basket. While 2 groups of 3 play the game for 2 minutes, the remaining 3 work on ballhandling skills off court. Rotate on signal.

### Calling All Balls

- When basketballs are in short supply, use utility, soccer, or volleyballs to fill in the gaps.

### Basketball/Fitness Circuit

- Creating a circuit with stations that incorporate fitness and basketball skills can utilize your equipment efficiently. Use Basketball Skill Cards and Fitness Skill Cards to create your dual-purpose circuit.