

## Introduction

The SPARK Soccer Unit provides activities for students to practice, develop, and apply skills such as ball-handling, dribbling, passing, trapping, and shooting; as well as offensive and defensive strategies required for successful game play. Soccer (known throughout the world as football) is one of the world's most popular team sports. It is played by young and old alike, in nearly every country.

Generally speaking, most middle school students have played some soccer and are familiar with the basic rules. Therefore, teachers are encouraged not to spend time re-teaching what students already know; but rather be prepared to progress through the activities and use extensions to differentiate learning. This will ensure individuals are challenged and are striving to improve their skills.

Activities sequenced in this unit follow the SPARK high-activity skill progression, which utilizes small groups, reduces the number of rules, and equalizes play; all in an effort to maximize student participation, enjoyment, and outcomes. Students eventually combine skills and progress to playing modified and small-sided soccer games. These are followed by a unit-culminating special Event designed to generate enthusiasm and extend learning opportunities. Additional soccer activities may be found at *SPARKfamily.org*.

## What You Have

### SPARK Manual

- **ASAPs**
  - One Soccer ASAPs used for warm-ups prior to activities in this unit. Once taught, ASAPs may be student-initiated and used before, during, or after taking roll. Additional ASAPs can be found in the ASAP section and online at *SPARKfamily.org*.
- **Activities**
  - 15 Soccer Activities sequenced by level of difficulty. The SPARK It Up extensions on the backside of the activities allow you to modify or add to activities, according to the development and/or grade level of your students.
- **Integrations**
  - Integrations are content extensions that link lesson activities to wellness concepts, activity challenges, technology tools, or global or multicultural themes. Each Integration provides a brief set of facts written to challenge students and strategies to connect physical education to the world around them.
- **SPARK Event Experience**
  - The *SPARK Soccer Event* is a multi-day experience designed to extend student learning opportunities through enjoyable and meaningful context. Emphasizing levels of participation and student choice, all players are provided with opportunities to be challenged and apply skills. Event-based experiences are fully described in the SPARK Events section and additional resources exist at *SPARKfamily.org*.
- **Inclusive Strategies**
  - Instructional tips and equipment suggestions to help meet the needs of all students.
- **Supplemental Lesson Content**
  - **Reflection Questions:** discussion questions are provided to reflect on what students have learned.
  - **Teaching Suggestions:** instructional hints from SPARK PE specialists who have instructed the activity before. Read prior to teaching for the "inside scoop."
  - **SPARK It Up!:** variations provide extensions to address the developmental needs of students.
  - **Integrations:** ideas to connect PE to academic content, wellness concepts and promotion of physical activity outside of school. Can be read to students during warm-up, transitions, or cool-down.
  - **Standards:** indicates which national PE standards and grade level outcomes are addressed.
  - **SEL Competencies:** Shows the lesson's alignment with CASEL's SEL competencies and related skills.
  - **Vocabulary:** a list of words used to highlight academic content during the lesson.
  - **Teacher Reflection:** space to share how the lesson went & what modifications could be made next time.

## SPARK Instructional Media

- **Sample Unit Plan**
  - A grade level specific 15-day sample Unit Plan is provided for 6th, 7th, and 8th grades. Daily lessons suggest an ASAP activity followed by a Flying Disc activity sequenced with an appropriate skill progression. Sample Unit Plans can be used as written or modified to suit our needs.
- **Skill Cards**
  - These include 8.5"X11" sheets that graphically and/or verbally depict flying disc skills. Use Skill Cards to create stations and/or use as a visual for you and your students when learning skills. Cards have English on 1 side, Spanish on the other. SPARK suggests downloading them from *SPARKfamily.org*, printing on cardstock, and laminating for durability; or purchasing the SPARKfolio.
- **Task Cards**
  - These include instructions for the Disc Throwing Stations and Adventure Race activities. With English on the front and Spanish on the back, Task Cards are provided to individuals, pairs, and groups to help guide student learning. SPARK suggests downloading them from *SPARKfamily.org*, printing on cardstock, and laminating for durability; or purchasing the SPARKfolio.]
- **Activity Challenges**
  - These include supplemental activities to reinforce flying disc skills and promote physical activity outside of physical education (e.g., lunch breaks, after school, at home, etc.).
- **Leveled Assessment Choices**
  - To document and guide learning, teacher assessment options include both cognitive and skill-based assessments along with suggestions for individual student portfolio development.
- **Videos**
  - A video introduction to the SPARK Soccer Unit as well as demonstration videos showing what each lesson looks like when students are engaged in the activity. Videos are available on *SPARKfamily.org*.
- **Limited Equipment/Large Class Ideas**
  - Ideas for how to use the activities when faced with limited equipment and/or more students than you expected.