

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.
- Implement the *Handball 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 *Handball Self-Check* is a student-paced assessment that can be used throughout the entire unit.
 - *Handball Performance Rubrics* are observational assessments used to collect skill development data.
 - *Handball 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 *Handball Unit Test* provides students a chance to show off their new knowledge through a short, written test given at the end of the unit.
 - *Handball 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 Handball Create a Routine* activity is used toward the end of the unit.
- Follow the sample *Handball 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

- Handball requires ample wall space. With a maximum of 4 to a group, a typical class of 32 students requires 8 walls or backboards.
- Court sidelines should be clearly marked so that one game does not overlap another at the same wall.
- Be sure the playing surface is smooth, dry, and free of unnecessary equipment. Dirt or sand make footing treacherous and may result in injury.
- Emphasize important safety procedures:
 - Students should not swing at the ball if there is a danger of hitting their partner.
 - If interference cannot be avoided (by moving out of partner's way after hitting ball), play should stop and the rally restarted.

Limited Equipment/Large Class Ideas

Inside Mini-Lessons

- If balls or handball courts are in short supply for your class, divide the class in half.
- While one half moves around the perimeter of your handball courts building aerobic capacity for a designated length of time (e.g., 5-7 minutes), teach a mini-lesson to the other half. On signal, switch roles.
- The mini-lesson could include any activity in the unit.