

Backyard Games

What You Have

The *SPARK Backyard Games* unit includes an activity plan and all the associated instructional materials you'll need to help your students play each game successfully. The unit culminates with an authentic, special event: The *SPARK Back Yard Games Invitational*. Read on to learn more about the plans and materials to which you now have access.

SPARK Backyard Games Activity Plans

Each SPARK Backyard Games activity plan is user-friendly, highly informative, and teacher-tested, including everything you need to help your students play.

Activity Plan Sections

- **Learning Objectives** - what students are expected to learn in each lesson.
- **Learning Targets** - learning objectives written in student-friendly language.
- **Teaching Cues** - prompts, reminders to help instruct students during practice and play.
- **Prep** - list of equipment and materials needed.
- **Set** - describes suggested setup and includes a sample diagram.
- **Teach** - a ready-to-read activity description that includes:
 - *Lesson Objective* - written in "the object is..., you do that by..." format.
 - *Basic Rules* - outline of rules needed to play the game at a basic level.
 - *Practice* - progression of tasks to prepare players for the basic game.
 - *Tournament Play* - non-elimination tourney options with managerial tips.
- **Reflective Questions** - engages students, promoting dialogue and critical thinking.
- **Game Resets** - tips for modifying games to challenge students at their unique level.
- **Teaching Suggestions** - legit advice from specialists who have taught the games.
- **Integrations** - outlines a deliberate process focused on character development.
- **Teacher Reflection** - a space for you to log your post-lesson thoughts and ideas.
- **Standards Alignments** - National PE Standards and GLO's addressed.
- **SEL Competencies** - CASEL's SEL competencies and social skills addressed.

SPARK Backyard Games 101s

Each SPARK Backyard Game includes a "101" card, serving as a basic overview and providing essential information about the traditional version of the game. The 101 includes the following categories of information:

- **Game Type** - the tactical classification and list of similar games.
- **Regulations** - rules governing the game.
- **Scoring** - how players score, including values and scoring-specific regulations.
- **Key Terms** - game-specific technical and cultural terms with definitions.
- **Skills & Tactics** - list of common skills and strategies used.
- **Diagram** - graphic depicting typical court layout.

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SPARK Backyard Games Content Cards

Each SPARK Backyard Game includes content cards, which serve as a basic overview of the most important skill(s) needed to play the game successfully. Content cards include the following categories of information:

- **Title** - name of the essential skill.
- **Purpose** - primary reason skill is used.
- **Cues** - critical elements of the skill; used for instruction and feedback.
- **Uses** - lists specialized ways skill is used.
- **Types** - list of skill variations used across differing game contexts.
- **Diagram** - image of skill and associated cues.

Character Matters (CM) Content Cards and Assessment

The SPARK Backyard Games unit includes a set of CM Content Cards and an associated CM Assessment. These cards and assessment are part of a system designed to help teachers and their students focus on and develop character traits essential to successful participation in activity-based settings both in the gym and beyond. To support this system, each CM content card includes the following categories of information:

- **Title & Definition** - name of the character trait and associated definition.
- **Purpose** - primary reasons trait is used.
- **Examples** - multiple illustrations of how the trait can be applied in and outside of PE.
- **Quote** - an authentic statement used to fuel motivation.
- **T-chart** - a specialized process for teaching the trait in an easy-to-understand manner.

The CM Assessment is a tool designed to challenge students to thoughtfully reflect upon and critically think about their character, how to develop and refine it, and how character (or lack thereof) impacts the overall activity-based environment. The assessment also gives teachers insight into the CM system in general and more specifically, how the system is working at the individual student level. Such information is critical to the ongoing successful implementation of the CM system.

Tournament Format Content Cards

Each SPARK BACKYARD GAMES relies on the selection and use of a non-elimination tournament. The Tournament Format Content Cards outline two options: Royal Court and Success/Try Again. The cards include an overview of each format, outlining procedures, complete with tips and a diagram all aimed at ensuring the tourney can be easily implemented and managed.