

PHYSICAL EDUCATION

Teacher's Guide: GRADE 8

Lesson: PHYSICAL EDUCATION, GAMES AND RECREATIONAL ACTIVITIES

Competency: Competence in understanding the importance of Physical Education and Sports.

Element: Physical education and minor games and their benefits.

Performance Criteria

- Identify the different minor games.
- Demonstrate an understanding of the benefits of physical education, and minor games.

Purpose of Activity: Explain the benefits of physical education and minor games.

Learning Outcomes

By the end of this lesson, students will be able to:

- Participate in games during physical education classes
- Demonstrate an understanding of physical education and minor games
- Explain the benefits of physical education and minor games

Resources and Materials

Cones, hula hoops, balls (soft), whistle, stopwatch, and bibs.

Foundation Programme in Literacy, Numeracy, and Skills

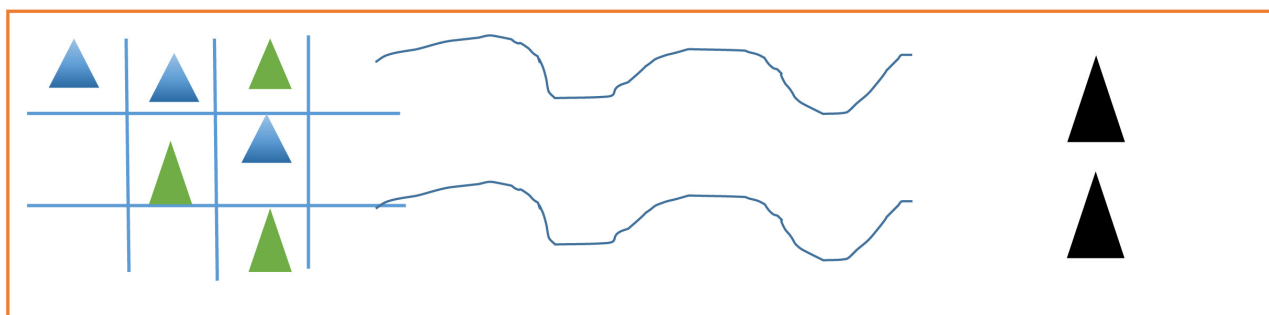
Teaching trajectories and Implementation Guidelines

Activity 1 – Ice breaker - Call Ball

- Divide the class into two groups.
- Students are asked to Participants are told to stand in a circle.
- One student throws the ball into the air in the centre of the circle and calls out the name of another player, who must catch the ball before it bounces.
- If the ball is caught, the catcher becomes the new thrower. If not, the catcher must demonstrate a physical movement (side lunge, leg swings, jog in place, plank, and jumping jack, etc).
- Ask the students how they feel about this game.
- Inform the students about the different types of games (Tag games, traditional games, team games, and individual games, etc...)

Activity 2 – Circuit Game (Hopscotch – Elastic game and XO)

"X/O" Game



Hopscotch Game



Elastic Game

1	2	4	
6	3	5	

_____ Throwing Line

Activity 3 – Freeze game

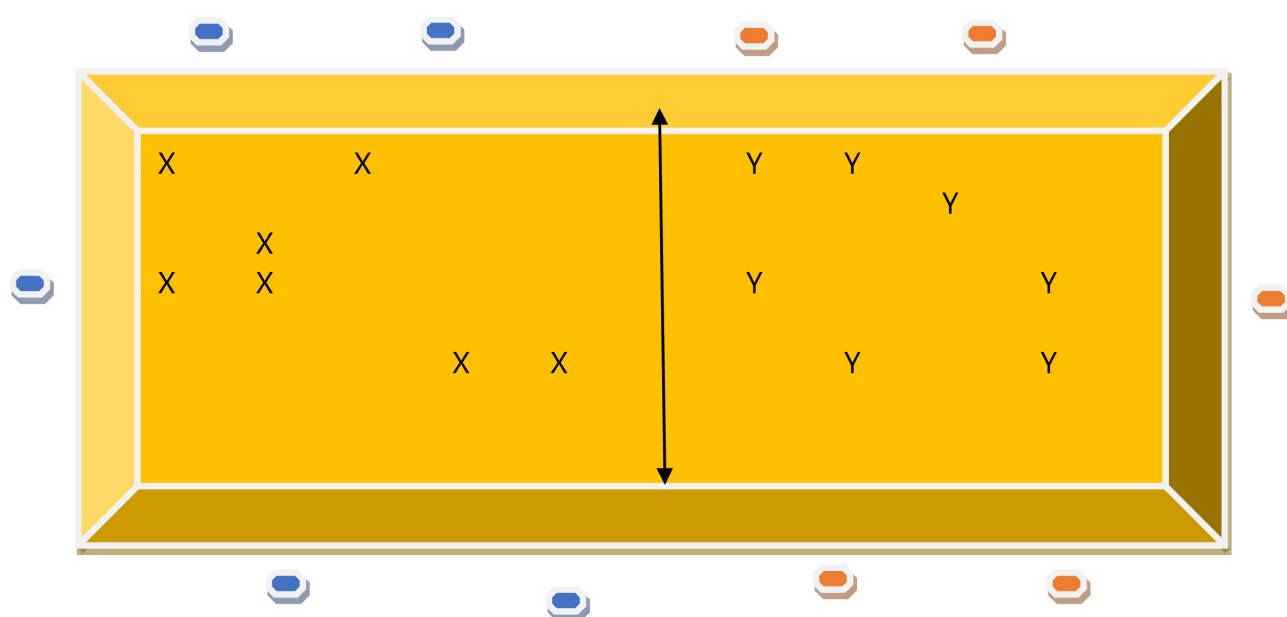
- Divide the class into 4 groups.
- One group (Chasers) wear bibs.
- Other groups (Runners) stand behind a line.
- On whistle blow, the students chase their teammates who become 'statue' when touched on the hands.
- Any other player (Not Frozen) can free a statue.
- The game is repeated with another team being the chaser.
- To make the game more interesting, if a player is touched a second time, he becomes a chaser.
- Have two safe zones at both ends of the playing area. These zones are used by the students to stay safe or recover.

Note:



- To prevent injuries, players are only allowed to touch their classmates on their hands.
- A player cannot stay at the safety point for more than 10 seconds.

Activity 4 – Dodge Ball

- Divide the class into two teams (X and Y).
- The dodge ball is played on a volleyball court or a rectangular marked area as shown in diagram below.
- The players standing outside the marked area (Team X or Team Y) should use the ball to hit their opponent/s standing inside (Team Y or Team X).
- The ball must touch the opponent/s below the waist, only then he/she is declared out.
- The players inside the marked area may dodge, jump or stop the ball but should not leave the marked area.
- If the player inside the marked area catches the ball, he/she can pass the ball to his/her teammates standing outside the marked area.
- The last player remaining in the marked area is considered the as the 'Winner'.



Note

- Activities should be carried out on a flat and non-slippery ground.
- The activity can be played with slight modification: Instead of touching below the waist, we have to aim the legs below the knee.
-  Y Team  X Team

Worksheet

Storytelling class activity:

- Hello Students, today we are going to practice the art of storytelling. Storytelling is not just about reading from a book – It's about expressing yourselves using your voice, imagination, (song, slam, poem, or drawing) and role play to bring a story to life.
- Choose a teammate and narrate to him/her about your favourite sports activities that you practice or intend to do in the future.

Physical Exercises Cards

Side Lunge



Plank



Jog In Place



Jumping Jack



Leg Swing

