

Maximizing Student Involvement Through Activity

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Who is US GAMES



- US GAMES is the physical education division of BSN SPORTS.
- We have been a leader in physical education equipment supply for more than 25 years.
- US GAMES, OPEN and BSN SPORTS are a part of the Varsity Brands family of companies.



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Our mission is to provide educational equity to inspire great teaching and empower future leaders.

We are a public service of US Games & BSN SPORTS.



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Equity Update (since 2015)

- OPEN has served 150,309 Registered Users
- OPEN users have logged 7.9 million downloads
- OPEN has impacted the educational experience of 70 million students worldwide
- US Games has provided more than \$80 million in free physical education curriculum



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The Pumpkin Patch

STUDENT TARGETS

- **Skill:** I will use the appropriate amount of force to roll my ball into a hula hoop.
- **Cognitive:** I will be able to state the cues for underhand rolling.
- **Fitness:** I will work to stay actively engaged during all activities.
- **Social/Emotional:** I will use positive and encouraging communication with my teammates.

EQUIPMENT & SET-UP

Equipment:

- As many hula hoops as possible
- 1 Cone per team
- 1 Foam ball per team

Set-Up:

- Create teams of 2 players.
- Scatter hula hoops in center of activity area with cones around the perimeter. Place a ball either on top of or near each cone.
- Each team will line up at a cone and wait for start signal.



ACTIVITY PROCEDURES

1. This activity is called The Pumpkin Patch! The object of the game is to collect as many pumpkin patches (hula hoops) as you can for your team. You do that by rolling your pumpkin (ball) into the pumpkin patch (hoop).
2. Get ready with one teammate holding the ball, and the other teammate standing by the cone.
3. On the start signal, the teammate with the ball will roll the pumpkin into the activity area where the hula hoops are spread out. If a roll successfully lands in a hoop, then the player will collect the hoop to bring back and put around their cone. If the roll is not successful, then the player will collect their pumpkin (ball) and bring it back to their cone so their teammate can have a try.
4. Each team will continue taking turns rolling the pumpkin into the pumpkin patch until all hoops are

Exercise in Disguise

- [Pumpkin Patch](#)
 - Venn Diagram
 - Throw and Catch
- [Farmville](#)
- [Cone Flip Treasure Grap](#)
- [Cherry on Top](#)
- [Capture the Corner](#)
- [Switch](#)

Reflection Questions:

- **DOK 1: How can you recognize safe behavior in the game Farmville?**
- **DOK 2: What did you notice about our game with respect to safety? Can you give examples of safe behaviors / unsafe behaviors?**
- **DOK 3: How is safety related to learning in physical education class?**

All Plans Include:

- ✓ Student Targets
- ✓ Activity Set-Up & Procedure
- ✓ Teaching Cues
- ✓ Easy to Follow Diagram
- ✓ Universal Design
- ✓ Suggested Academic Language
- ✓ Tiered-Questioning (DOK)

Session Reflection (Think/Pair/Share)

- 3 Things I learned
- 2 Things I want to try
- 1 Question I still have



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- Step 2: Click “Register for FREE here” in yellow
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Thank You!!



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