

Middle School Intro to Group Sports 2

Carone Learning Category: Lifestyle

Subject: Physical Education

Recommended Grade Level: 6-8

Course Credit: One semester, 0.5 credits* (5 units in CA)

Recommended Pre-Requisites: Intro to Group Sports 1

*A full credit is available when combined with Intro to Group Sports 1

Course Description

This course provides students with an overview of group sports. Students learn about a variety of sports and do an in-depth study of baseball/softball, and volleyball. Students learn the history, rules, and guidelines of each sport, as well as practice specific skills related to each sport. Students also learn about sportsmanship and teamwork. In addition, students study elements of personal fitness, goal setting, sport safety, and sports nutrition. Students conduct a pre- and post-fitness assessment, as well as participate in regular weekly physical activity.

Units & Tasks

This course is divided into the following Units and Sections.

- **Unit 1: Getting Started**
 - 1.1 Fitness Assessment & Analysis
 - 1.2 Getting Started
- **Unit 2: Sports Culture**
 - 2.1 Sports History & Culture
 - 2.2 Sportsmanship
- **Unit 3: Nutrition & Water Sports**
 - 3.1 Nutrition & Drugs
 - 3.2 Water Sports
- **Unit 4: Baseball/Softball**
 - 4.1 Baseball/Softball Game Play
 - 4.2 Baseball History & Hand Signs
 - 4.3 Baseball Skills I
 - 4.4 Baseball Skills II
- **Unit 5: Volleyball**
 - 5.1 Volleyball Guidelines & Game Play
 - 5.2 Volleyball History & Hand Signs
 - 5.3 Volleyball Skills I
 - 5.4 Volleyball Skills 2
- **Unit 6: Post Assessment**
 - 6.1 Post Assessment

Within each section students will find the following tasks to view or complete:

1. **Game Plan**—an outline of tasks for that section

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2. **Lesson**—multimedia online lesson(s) about the section topic
3. **Sprint**—links to other online sites with additional fitness information
4. **Team Huddle***—class discussion on an assigned topic
5. **Assignment/Skill***—section assignment
6. **Quiz***—assessment of lesson comprehension
7. **Fitness Log***—a record of your workout sessions for each week

The items noted with an asterisk above are those that must be submitted for a grade.

Pacing

There are 16 sections in this course. Each section is designed to be completed in about one week's time. However, students may take more or less time as needed. A recommended pacing guide is provided within the course.

Exercise Requirements

12 weeks of exercise at 3 hours per week is required for this course. An accelerated course version is available that requires 8 weeks of exercise at 4 hours per week. All fitness logs require at least ONE form of verification, which can be provided by a supervising adult, a MOVband device, or a Polar heart rate monitor.

Students will also have some skills sections throughout this course in which students will focus on learning specific sport-based skills. Many of these skills will require recording one's self via digital video. If there is an issue with this, please contact the instructor to discuss alternative options.

Exercise Library

This course includes complimentary access to Carone Learning's Exercise Library, with pictures, videos, and descriptions of almost 300 exercises. The library is searchable by exercise type, muscle group, or equipment (including resistance bands, weights, exercise balls, or no equipment at all).

Parent & Teacher Guides

Parent and teacher guides available.

Additional Materials

There are no required textbooks or materials for this course. Access to exercise equipment is recommended, but not required. The following equipment is available through Carone Learning,

- Polar Heart Rate Monitor
- MOVband
- Resistance Band

Sports Equipment: Because students will be performing sports skills, there is various sports equipment that would be helpful for each student to have access to—namely a baseball or softball, baseball glove, baseball bat, and volleyball. However, substitutions can be made. For example, any playground ball can be used for volleyball skills. A whiffle ball and plastic bat or other object can be used for baseball/softball.

Technical Requirements

An internet connection and computer or tablet hardware is required. Software requirements include a PDF reader, word-processing application (such as Word), MP4/video player, and Flash player (optional). Free downloadable software is available for each of these.