

Ping Pong Day 1 Lesson

Grade: 9		Subject: Physical Education	
Materials: ping pong balls, paddles, tables		Technology Needed: Phone and apple watch	
Instructional Strategies: <input type="checkbox"/> Direct instruction <input type="checkbox"/> Peer teaching/collaboration/ <input type="checkbox"/> Guided practice cooperative learning <input type="checkbox"/> Socratic Seminar <input type="checkbox"/> Visuals/Graphic organizers <input type="checkbox"/> Learning Centers <input type="checkbox"/> PBL <input type="checkbox"/> Lecture <input type="checkbox"/> Discussion/Debate <input type="checkbox"/> Technology integration <input type="checkbox"/> Modeling <input type="checkbox"/> Other (list)		Guided Practices and Concrete Application: <input type="checkbox"/> Large group activity <input type="checkbox"/> Hands-on <input type="checkbox"/> Independent activity <input type="checkbox"/> Technology integration <input type="checkbox"/> Pairing/collaboration <input type="checkbox"/> Imitation/Repeat/Mimic <input type="checkbox"/> Simulations/Scenarios <input type="checkbox"/> Other (list) Explain:	
Standard(s) S2.H2.L1: Applies movement concepts to analyze and improve performance of self and/or others in a self-selected skill in lifetime activities.		Differentiation Below Proficiency: Students have trouble serving the ball, but have somewhat of an understanding of how the game works Above Proficiency: Students are able to serve and return the ball and can hit the ball where they want to. Approaching/Emerging Proficiency: Students know the rules and objectives of the game. Students also can serve, but have trouble rallying the ball Modalities/Learning Preferences:	
Objective(s) TLW learn the fundamentals of the game of ping pong and apply it to their game and quiz TLW develop team skills Bloom's Taxonomy Cognitive Level: comprehension, application, synthesis		Behavior Expectations- (systems, strategies, procedures specific to the lesson, rules and expectations, etc.) Students will be respectful to the teacher and their classmates.	
Classroom Management- (grouping(s), movement/transitions, etc.) Students will arrive to the gym to listen for directions/rules of the game of ping pong. Students will focus day one for serving/free play to get an idea of how the game works. As far as groupings go, students will be allowed to pick their partners.			
Minutes	Procedures		
15	Set-up/Prep: <ul style="list-style-type: none"> • Give students enough time to change into gym clothing • Have students help set up ping pong tables and bring out paddles and balls • (This would give me time to give the students the quiz which should take about 5 minutes). 		
4	Engage: (opening activity/ anticipatory Set – access prior learning / stimulate interest /generate questions, etc.) <ul style="list-style-type: none"> • Ask students how their morning is • Ask if anyone is familiar with the game of ping pong 		
8	Explain: (concepts, procedures, vocabulary, etc.) <ul style="list-style-type: none"> • Go over the rules involved with ping pong- scoring, rules, serving, hitting • Give a class demo with the students 		
15	Explore: (independent, concrete practice/application with relevant learning task -connections from content to real-life experiences, reflective questions- probing or clarifying questions) <ul style="list-style-type: none"> • Let students pick their partner • Give students time to practice their serving • Let the students do a little free play • Have the students rotate with their partner to play against another group 		
8	Review (wrap up and transition to next activity): <ul style="list-style-type: none"> • Have students put away their paddles and ping pong balls • Give students time to get down to the locker room and change into their school clothes 		
Formative Assessment: (linked to objectives)		Summative Assessment (linked back to objectives)	

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Progress monitoring throughout lesson- clarifying questions, check-in strategies, etc.

I will be assessing students on how they interact with their classmates. I will also assess them and help them to better their serve and knowledge of the game of ping pong.

Consideration for Back-up Plan:

Matball

End of lesson:

If applicable- overall unit, chapter, concept, etc.:
I created a small quiz for ping pong that I would have gave to the students before class started. It is attached below this lesson. I believe this would be perfect to give to the students after the first few days of the unit.

Reflection (What went well? What did the students learn? How do you know? What changes would you make?):

Students listened very well to directions and asked questions when needed. The demo went great as students were able to participate and see their classmates play which gave them a better understanding of what to expect when playing. The students picked up quickly when given the chance to play on their serving abilities. I think the biggest change I would make is that if it is my own class pick the students partners so that they stay on task more. Some groups got a bit off task which could be frustrating when playing other groups.

Ping Pong Quiz 9th Grade

7 Questions

1. How many points do we need to win a single game in table tennis?

A. 7 points

B. 11 points

C. 15 points

2. What happens when the score of a table tennis game is 10 to 10?

A. The game continues until there is a gap of 2 points between the two players

B. The game is draw

C. The game ends when a player reaches 11 points

3. When holding the ball for the serve in ping pong, the hand must be _____ with the finger kept together and the thumb free.

A. Flat

B. Open

C. Closed

4. A service failure in which the ball does not land in the proper court.

A. Let

B. Fault

C. Ace

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5. True or False: When serving, the ball must hit the opponents court first.

A. True

B. False

6. True or False: In a game of ping pong, the ball can only bounce once when it hits the opponents or your own side.

A. True

B. False

7. True or False: The shakehand grip is the most common grip to use for ping pong.

A. True

B. False

ANSWER KEY

1. B

2. A

3. A

4. B

5. B

6. A

7. A