## Hockey



JOG AND DRIBBLE

## HOCKEY

## SAFETY, MANAGEMENT, AND TEACHING HINTS

- Conduct activities on any smooth surface, free of obstacles. A floor hockey ball (instead of puck) is recommended, however, a small foam, tennis or wiffle ball may be substituted.
- To ensure students' safety, proper stick handling technique is very important. Remind students to keep sticks below waist level and encourage them to use good judgment at all times.
- Utilize the SPARK "Principle of 3 's" during drills and game play: "How many feet must I be away from my opponent? How many passes must be completed before a shot on goal may be taken?" The answer is always " 3 ."
- After the first lesson, begin class with "Instant Activity," such as free dribbling or partner passing within boundaries of play area for 2-3 minutes.
- Challenge advanced students by using them as group leaders, peer teachers, and demonstrators.

| SKILLS | MAJOR DRILLS/GAMES |
| :---: | :---: |
| Dribble and Dodge | Stationary Dribble Walk and Dribble Jog and Dribble Dodge and Go Dribble Keep Away Get Your Ball Face-Off |
| Pass and Receive | Partner Pass and Receive Challenges Pass-Pass Give and Go |
| Shooting | Shot on Goal |
| Combining Games/Skills | Dodge and Pass 2 v 1 Keep Away 3 Pass Game 3 Pass with Shot End Line Hockey Sideline Hockey |
| EOUIP | NEEDS |

1 stick and ball/student, $126^{\prime \prime}$ cones, $1218^{\prime \prime}$ cones, 1 whistle Optional: 1 pinnie/2 students (if sticks not color coded)

UNIT: HOCKEY
LESSON: 1

## OBJECTIVES

Grip, trapping, dribbling

## EQUIPMENT

1 stick and ball/student, 4 cones, whistle

| ACIMITY | ORGANIZATION | TEACHING CUES |
| :---: | :---: | :---: |
|  | -INDIVIDUAL DAY- |  |
| Grip/Stance | -Students scattered within activity area, each with a stick. | -Grip: Top hand at end of stick, lower hand grips stick about 2 feet lower. |
|  | -Discuss safety tips, behavioral expectations of | -Place blade on ground. Bend knees, lean forward, and place one foot forward. This is the forward straddle position. |
|  | students. | -For safety, keep your stick low. NEVER raise it above waist level. |
|  | -Practice whistle cues until students demonstrate | -When you hear 1 whistle, freeze and listen; 2 whistles, come to me. |
|  |  | -Let's practice that a few times. |
| Stationary Dribble | -Distribute balls, $1 /$ student. <br> -Students practice ball control pushing forward and back, side-to-side, while stationary. | -In forward straddle position, push ball forward with front side of stick (the side facing away from you), then backward with backside of stick. |
|  |  | -Can you transfer your weight from front to back foot while you do this? |
|  | -Ball should not go further than 1-2' from stick. <br> -"Front side:" Side of stick blade facing away from student. | -In side straddle position (like the "out" position in jumping jacks), move ball side to side using both sides of your stick. |
|  |  | -Don't go beyond your toes! |
|  | -"Backside:" Side of blade closest to student. | Challenges: <br> -How quickly can you move the ball front-toback? Side-to-side? |
|  | For Advanced Students: -Tap-Tap-Pull: 2 short taps forward followed by 1 long pull backward. Also, 2 short taps $L$ (or R) followed by 1 long pull R (or L ). | -Going front-to-back, count your touches on the ball. How many touches can you make in 15 seconds? |
|  |  | -How quickly can you make 15 touches? |
|  |  | -Going side-to-side, how many touches can you make in 15 seconds? |
|  |  | -How quickly can you make 15 touches? |

UNIT: HOCKEY

## LESSON: 1 (Continued)

ACTIVIT
ORGANIZATION
TEACHING CUES
Trapping
-Students use front side of stick to trap ball.
-On whistle, stop ball with front side of stick, angle stick forward.

Walk and Dribble -Students dribble while walking freely in boundaries.
-Trap on teacher command.
-Stick blade should stay below knee level while dribbling.
-Stress the importance of controlling the ball.
-Keep ball within 1-2' of your stick.
-Look forward and watch for others.
-Pay attention to your OWN ball.
-Keep stick low to ground and do not raise above knee level.
-Trap ball with front side of the stick (give with the ball) on the whistle.

## Challenges

-Pose challenges, allow sufficient practice time.

## -While keeping the ball close to your stick can you:

-Walk slowly in a curved pathway? At a low level? In a zigzag pathway?
-Walk at a medium level in a diagonal pathway?
-Walk quickly around the perimeter of our play area?
-Keep your distance from others around you.
-Watch where you're going.

OBJECTIVES
Dribbling, trapping, dodging

## EQUIPMENT

1 stick and ball/student, 12 small cones, 4 large cones (for boundaries), whistle

| ACTIVIY | ORGANIZATION | TEACHING CUES |
| :---: | :---: | :---: |
|  | -INDIVIDUAL DAY- |  |
| Jog and Dribble | Students scattered in activity area, each with a stick and ball. <br> -Begin class with Instant Activity. Free dribble in open space, 2-3 minutes. <br> -Same as "Walk and Dribble" (previous lesson), but now at a jogging pace. <br> -Students not ready to "pick up the pace" should be allowed to continue walking | -Can you dribble your ball while jogging? Remember to keep the ball close to your stick and your stick below knee level. <br> -Look forward while you dribble, avoid your classmates. <br> -Trap ball when you hear 1 whistle. |
| OnCommand | -Commands can be verbal (include direction, trapping, etc.) or visual (point to a certain direction). | -Walk or jog and dribble in open space: change directions on my command. |
| Dodge and Go Diagram on back | -Scatter 12 cones in the area. | Walk or jog and dribble in open space, avoid the cones. |
|  | -Emphasize maintaining ball control. | On my cue ("dodge"), approach a cone, and at last instant go quickly L or R around the cone, keeping the ball with you. |
|  | -Change of speed and direction are crucial when dodging. | -Use a burst of speed as you go around cone. -Continue dribbling in open space. |
| Dribble Keep Away | -scattered in boundaries, with own stick and ball. | The object of this game is to dribble and keep control of your ball while trying to knock away the ball of others. |
|  | Option: <br> -If students lose their ball, | -You may knock balls away only when you have control of own ball. |
|  | have them dribble once around the outside of the area | -If your ball goes outside the boundaries, get it quickly, come back and play. |
|  |  | -Keep stick low to ground. |
|  |  | -Move into open space. |

DODGE AND GO


UNIT: HOCKEY

## OBJECTIVES

Passing, receiving

## LESSON: 3

## EQUIPMENT

1 stick/student, 1 ball/2 students, 4 cones, whistle

| ACTIVIY | ORGANIZATION | TEACHING CUES |
| :---: | :---: | :---: |
|  | -PARTNER DAY- |  |
| Partner Pass and Receive | -Partners face off formation, standing $5-6$ yards apart. | -Both partners in forward straddle, one with ball. |
|  |  | Forehand passing: <br> -Face partner, keep ball on front side of stick. With top hand angled forward, push ball to partner using lower hand, keep stick along ground. |
|  | -When receiving, emphasize trapping ball close (within $1^{\prime}$ ') to stick. <br> For Advanced Learners: <br> -Backhand pass - students turn sideways to pass using backside of stick. | -Finish with lower hand forward; extend ("snap") your wrists. |
|  |  | Receiving: <br> -Keep blade on the ground. As the ball approaches, "give" with it: relax lower hand grip and angle top hand forward. Try not to let ball rebound off your stick. |
|  |  | -Pass from stick to stick. |
| Challenges | -Teacher presents challenges. | Challenges: |
|  |  | -Can you pass the ball directly to your partner's stick? |
|  | - Math Integration: Play "Trap and Count" by 3's, 5's, 7's, etc. | -How many traps can you and your partner make in 15 seconds? |
|  | ef Language Arts integration: Play "Trap and Spell" using words from vocabulary. spelling, social studies, etc. | -Remember your score. Let's do it again and see how many people can improve! |
|  |  | -How quickly can you and your partner make 10 traps? Squat when finished. |
| Partner Step Back | -Every 2 successful traps. pairs step back. | -Stand 1 yard apart, facing partner. |
|  |  | -Pass back and forth. |
|  |  | -After 2 "clean" receptions (trapping ball within 1 ' of stick) in a row, each take a step back. |
|  |  | -How far back can you and your partner get in 30 seconds? |

UNIT: HOCKEY
LESSON: 4

## OBJECTIVES

Passing, receiving

## EQUIPMENT

1 stick/student, 1 ball/2 students, 4 cones, whistle

| ACIINIY | ORGANIZATION | TEACHING CUES |
| :---: | :---: | :---: |
|  | PARTNER DAY- |  |
| Pass-Pass <br> (Passing on the move) | -Students scattered in pairs, each with own stick and one ball | -While jogging side by side, pass back and forth with your partner. Stay close. |
|  | -Partners move into open space and pass back and forth while running. | -Pass the ball ahead of your partner. |
|  | -Students should stay within 5 yards of one another. | -Trap the ball on the move. |
|  | -As partners become successful, allow them to spread further apart. | -Which passes work best when moving? |

Give and Go<br>Diagram on back

-Students scattered in pairs. -Person with the ball, stand 5 paces away from your partner.
-Students stop after receiving ball, then lead the moving partner with a pass.
-Prompt students to run a diagonal cut ( $45^{\circ}$ angle) to get open and receive pass.

- Math Integration: In classroom, have students draw the "give and go" pattern, including the $45^{\circ}$ angle. Ask students, "What pathway is created with a series of $45^{\circ}$ angles?" (zigzag).
-When your partner moves, lead him/her with a pass. Pass the ball ahead of your partner so s/he can run to it.
-When partner receives ball, move into open space to receive next pass.
-The person with the ball is stationary, the one without the ball is moving.
-Alternate passing and receiving.
-You give, then you go!
-Remember to control the ball (trap it) before you pass!

GIVE AND GO


## LESSON: 5

OBJECTIVES
Dribbling, game play

## EQUIPMENT

1 stick and ball/student, 4 cones, whistle

## ACIMITY

ORGANIZATION
TEACHING CUES
-GROUP DAY-

## Get Your Ball -Divide class into two teams (by separating partners) one on each end line. <br> -The object of the game is to score a point by getting a ball and dribbling it back to your line.

-Place balls on center line. -On "Go!", all run to midcourt, try to secure a ball, then dribble it back to your starting line.
-Start with 2-4 fewer balls than there are players.
-Players without a ball attempt to "legally" gain control of one.
-After each round, take away -Return balls to the mid-line on command. 1-2 more balls.
-Students who push or violate rules must return to the starting line, and wait for their next turn.

UNIT: HOCKEY

OBJECTIVES
Passing, receiving, agility

LESSON: 6

## EQUIPMENT

1 stick/student, 1 ball and cone/3 students, whistle

| ACTIVITY | ORGANIZATION | TEACHING CUES |
| :---: | :---: | :---: |
|  | -GROUP DAY- |  |
| Warm-up and review: Triangle Pass and Trap Diagram on back | -Groups of 3 in a triangle, 1 <br> ball per group, each student with own stick. <br> -First drill, all students are stationary. <br> -After stationary practice, prompt groups to move. Person with ball is stationary, other 2 run give and go cuts. <br> -Advanced students practice backhand passes. | -While stationary, pass the ball within your group. <br> -Trap and control ball before passing. <br> -Try to make 3 "clean" traps in a row. <br> -Can you do this with your group while moving? <br> -Remember to stop when you receive ball. Look for your teammates who are moving. <br> -Use the "Give and Go." |
| Dodge and Pass Diagram on back | -Distribute one cone per group. <br> -2 students in Partner Face Off, 10 yds. apart. 3rd lines up behind student with ball. <br> -Set up cone in-between. | -Partners 1 and 2 (P1 and P2) face each other, 10 yds. apart. Partner 3 (P3) stands behind P1, who has the ball. <br> -Place cone in-between P1 and P2. <br> -Do you remember "Dodge and Go?" <br> -P1: Walk and dribble towards the cone, dodge it, then pass to P2. Continue moving towards P2 and take his/her place. |
|  | Advanced students: <br> -After dodging, use backhand passes when appropriate. | $-P 2$ : Receive ball, then repeat dribble, dodge, and pass in opposite direction. Pass to P3 then take his/her place. <br> -Keep going! <br> -Can you jog and dribble? Can you dodge to the opposite side? <br> -Remember those bursts of speed! |

## TRIANGLE PASS AND TRAP

TRIANGLE FORMATION INDICATED BY
SOLID LINES CONNECTING GROUPS


DODGE AND PASS
1.
2.


OBJECTIVES
Passing, receiving, defending

## EQUIPMENT

1 stick/student, 1 ball/3 students, whistle

| ACIVITY | ORGANIZATION | TEACHING CUES |
| :---: | :---: | :---: |
|  | -GROUP DAY- |  |
| Keep Away$(2 \vee 1)$ | -Students in qroups of 3 , scattered in plaving area. | -Mingle, Mingle, 3's. One student get a ball for your group. |
|  | -Two students pass to each other while the defender tries | -Two will pass and receive the ball while the 3rd tries to intercept. |
|  | to intercept. | -Receiver: <br> -Move into open space to receive pass. |
|  |  | -Passer: <br> -Pass quickly. Use fakes and feints |
|  |  | -Dribble to get into a good passing position. |
|  |  | -Defender: <br> -Move into the middle to intercept the ball. You must stay 3 feet away from people you are guarding. |
|  | -Change defenders every minute to ensure equal opportunity. | -If you intercept, give the ball back to a passer. I will tell you when to change defenders. |
| 3 Pass Game Diagram on back | -2 groups of 3 in playing area $20 \times 20 \mathrm{yds}$., one group with red sticks, the other with yellow. | The object of the game is for a team to complete 3 consecutive traps without the ball being intercepted or going out of bounds. |
|  |  | -Begin the game with members of one team trying to pass ball to each other. |
|  | -May be played as " 5 Pass" for highly skilled. <br> -Review "Principle of 3's." | -A point is awarded when one team completes 3 traps (each to a different member); then the defending team gets the ball. |
|  |  | $-A$ turnover results when the ball is intercepted or goes out of bounds. |
|  |  | -Count your traps and keep your own team's score. |
|  |  | Remember the 3 's: <br> -Stay 3 feet from person you are guarding |
|  |  | -Hold the ball 3 seconds only. |
|  |  | -Ball out of bounds, 3 sec . to pass it in. |
|  |  | -Run to an open position to receive a pass. |

3 PASS GAME


## OBJECTIVES

Shooting, dribbling, face off

## EQUIPMENT

1 stick/student, 1 ball and 2 cones/ 2 students, whistle
ACTIVIY ORGANIZATION TEACHING CUES

> -PARTNER DAY-
$\begin{array}{lll}\text { Shot on Goal } & \text {-Students in pairs, with a } & \text {-Part of today's lesson will focus on shooting. } \\ \text { Diagram on back } & \text { ball } 8-10 \text { yds. from goal } 12 & \text { When close to the goal, use the Wrist Shot. }\end{array}$
When close to the goal, use the Wrist Shot.
cones approx. 3 yds. apart).
-Set up goals in front of fence or wall (if possible).
-No goal keepers.
-Variation: If wall available, post targets (e.g., pieces of paper below waist level) to shoot at.

When further away, use the Drive.
Wrist shot:
-Similar to the forehand pass.
-Stay low with your hands spread apart on stick. Keep the blade against the ball.
-"Flick" your wrists quickly. Do not allow the ball to rise more than a few inches.
-Follow through by turning your wrists over. Keep stick below waist level.
-Dribble towards goal. Shoot when about 3 paces from goal. Retrieve ball, dribble to partner.
Drive:
-Hands held closer together.
-Raise stick back no higher than waist and swing through ball.
-Follow through, keep stick below waist.
-Repeat shooting drill with the drive. This time, shoot from about 5 paces out.

## Face-Off

-Students in "face-off" area (middle of area); in-between 2 lines, 10-15 yds. apart.
-Students practice "groundsticks" as a means of starting a modified game.
-If enough cones, add goals for students to attempt shot after winning face off.
-Face your partner 1 stick's length away. standing in side-straddle.
-Place ball in middle.
-Tap the ground with your sticks, then each other's sticks above the ball ("groundsticks"), alternately 3 times.
-After 3rd tap above ball, attempt to get control of ball and dribble to your line.
-Return to middle and repeat.

## SHOT ON GOAL



WALL OR FENCE

## UNIT: HOCKEY

## OBJECTIVES

Passing, receiving, shooting, defending, game play

## LESSON: $10,11 \& 12$

## EQUIPMENT

1 stick/student, 1 ball/6 students, 8 cones per playing area, whistle

## ACTIVIY ORGANIZATION

TEACHING CUES -GROUP DAY-

3 Pass With Shot -2 groups of 3 in plaving area, Diagram on back
$20 \times 20$ yds. with 2 goals (cones 3 yds . apart) at each end line.
-The object of the game is for a team to complete a minimum of 3 consecutive passes before taking a shot.
-Begin the game with a face-off.
-Team gaining control of ball begins passing.
-After a minimum of 3 passes, the team may shoot on goal.
-Change of possession occurs after an interception or the ball goes out of bounds.
-After a goal, begin play from midcourt.
-Remember your "Principles of 3's!"

## PASS WITH SHOT



## OBJECTIVES

Combining skills, game play

## EQUIPMENT

1 stick/student, 2-3 balls, 4-12 cones for boundaries, whistle

End Line Hockey
Diagram on back
-Teams of 6 , in rectangular playing area, $20 \times 40 \mathrm{yds}$.
-Begin game with a face-off (see Lesson \#9). Thereafter, opponents begin play by passing from end line.
-Teams attempt to score by passing the ball over their opponent's end line. (Like a touchdown in football.)
-Assign group leaders for help with rule enforcement.
-Management tip: The team with yellow sticks (or pinnies) always starts in the same direction (e.g., east). With this rule in place throughout the school year, the instructor need only say, "Team 1 vs. team 2 on field 3; team 1 with yellow sticks/wears the pinnies." The students know which direction to go in.
-The object is to maintain possession of the ball across the end line by passing or dribbling without having it intercepted or going out of bounds.
-Begin game with face-off at midcourt/field.
-The ball must be passed to all team members before scoring.
-To score a goal, ball must be passed over the end line and trapped by a teammate.
-After a score, the defending team passes in from their end line. The new defenders must return to midcourt before attempting to intercept passes.
-Defenders must be at least 3 feet away from the player with the ball. (Therefore, possession is not gained if a defender knocks the ball away from an opponent.)
-Remember your other "Principles of 3's."
-No body contact.
-Illegal touches or body contact results in a loss of ball to the opposition.

## ENDLINE HOCKEY



## OBJECTVES

Combining skills, game play

## EQUIPMENT

1 stick/student, 2 balls, 8 small cones, 8 large cones (goals), whistle

ACIMITY ORGANIZATION
-GROUP DAY-

## Sideline Hockey

Diagram on back
-Teams of 8 , divided into 2 groups of 4 , on rectangular playing area $20 \times 40$ yds., with 2 goals (cones 3 yds. apart) at each end line.
-Use same organization tips from previous lesson, "End Line Hockey."
-Encourage passing strategies between field and sideline players.
-Encourage sideline players to move along sidelines.
-Rotate groups so the same two do not play each other continually.
-The object is to score a goal by passing or dribbling without having it intercepted or going out of bounds.
-4 players from each team will be on the court. The other 4 spread out on their respective sidelines. No goalkeepers.
-Begin game with a face-off at midcourt.
-The ball must be passed to all team members on the court before scoring.
-Sideline players are to be used for "give and go" passes and to keep the ball in play. Sideline players may not pass to one another.
-A ball that goes out of bounds over the end line is to be put back in play by the team defending that goal.
-After scoring, the other team passes in from midcourt.
-Rotate sideline and field players every 2-3 minutes.
-Defenders must be at least 3 feet away from the player with the ball. (Therefore, possession is not lost if a defender knocks the ball away from an opponent.)
-Use the "Principles of 3's."
-No body contact.
-Illegal touches or body contact will result in loss of ball to the apposition.

## SIDELINE HOCKEY



