

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.

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

EQUIPMENT NEEDS

1 stick and ball/student, 12 6" cones, 12 18" cones, 1 whistle Optional: 1 pinnie/2 students (if sticks not color coded)

OBJECTIVES

Grip, trapping, dribbling

LESSON: 1

EQUIPMENT

1 stick and ball/student, 4 cones, whistle

ACTIVITY	ORGANIZATION	TEACHING CUES
	- <u>INDIVIDUAL DAY</u> -	
Grip/Stance	-Students scattered within activity area, each with a	-Grip: Top hand at end of stick, lower hand grips stick about 2 feet lower.
	stickDiscuss safety tips,	-Place blade on ground. Bend knees, lean forward, and place one foot forward. This is the forward straddle position.
	behavioral expectations of 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.
	mastery.	-Let's practice that a few times.
Stationary Dribble	-Distribute balls, 1/student.	-In forward straddle position, push ball forward with front side of stick (the side
	-Students practice ball control pushing forward and back, side-to-side, while stationary.	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.	-In side straddle position (like the "out" position in jumping jacks), move ball side to side using both sides of your stick.
	-"Front side:" Side of stick blade facing away from	-Don't go beyond your toes!
	student"Backside:" Side of blade	Challenges: -How quickly can you move the ball front-to-back? Side-to-side?
	closest to student.	-Going front-to-back, count your touches on the
	For Advanced Students: -Tap-Tap-Pull: 2 short taps	ball. How many touches can you make in 15 seconds?
	forward followed by 1 long pull backward. Also, 2 short	-How quickly can you make 15 touches?
	taps L (or R) followed by 1 long pull R (or L).	-Going side-to-side, how many touches can you make in 15 seconds?
		-How quickly can you make 15 touches?

LESSON: 1 (Continued) ACTIVITY **TEACHING CUES ORGANIZATION Trapping** -Students use front side of -On whistle, stop ball with front side of stick to trap ball. stick, angle stick forward. Walk and Dribble -Students dribble while -Keep ball within 1-2' of your stick. walking freely in boundaries. -Look forward and watch for others. -Trap on teacher command. -Pay attention to your OWN ball. -Stick blade should stay -Keep stick low to ground and do not raise below knee level while above knee level. dribbling. -Trap ball with front side of the stick (give -Stress the importance of with the ball) on the whistle. controlling the ball. Challenges -Pose challenges, allow -While keeping the ball close to your stick sufficient practice time. 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.

LESSON: 2

OBJECTIVES

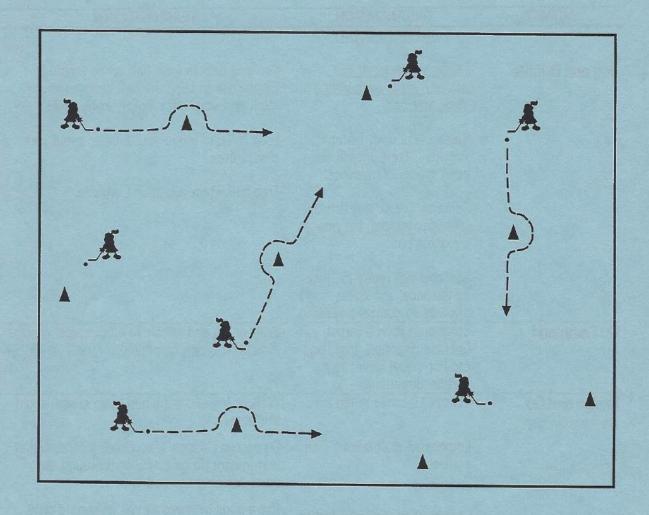
Dribbling, trapping, dodging

EQUIPMENT

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

ACTIVITY	ORGANIZATION	TEACHING CUES
	- <u>INDIVIDUAL DAY</u> -	
Jog and Dribble	-Students scattered in activity area, each with a stick and ball.	-Can you dribble your ball while jogging? Remember to keep the ball close to your stick and your stick below knee level.
	-Begin class with Instant Activity. Free dribble in open space, 2-3 minutes.	-Look forward while you dribble, avoid your classmates.
	-Same as "Walk and Dribble" (previous lesson), but now at a jogging pace.	-Trap ball when you hear 1 whistle.
	-Students not ready to "pick up the pace" should be allowed to continue walking.	
On Command	-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	-Use a burst of speed as you go around cone.
Dribble Keep Away	are crucial when dodging. -Scattered in boundaries, with own stick and ball. Option:	-Continue dribbling in open space. -The object of this game is to dribble and keep control of your ball while trying to knock away the ball of others.
	-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 before returning to game.	-If your ball goes outside the boundaries, get it quickly, come back and play.
	before returning to game.	-Keep stick low to ground.
		-Move into open space.

DODGE AND GO



OBJECTIVES

Passing, receiving

LESSON: 3

EQUIPMENT

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

ACTIVITY	ORGANIZATION	TEACHING CUES
	- <u>PARTNER DAY</u> -	
Partner Pass and Receive	-Partners face off formation, standing 5-6 yards apart.	-Both partners in forward straddle, one with ball.
		Forehand passing: -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	-Finish with lower hand forward; extend ("snap") your wrists.
	trapping ball close (within 1') to stick. For Advanced Learners: -Backhand pass - students turn	Receiving: -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.
	sideways to pass using backside of 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?
	■ Language Arts Integration:	-Remember your score. Let's do it again and see how many people can improve!
	Play "Trap and Spell" using words from vocabulary, spelling, social studies, etc.	-How quickly can you and your partner make 10 traps? Squat when finished.
Partner Step Back	-Every 2 successful traps,	-Stand 1 yard apart, facing partner.
	pairs step back.	-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?

OBJECTIVES

Passing, receiving

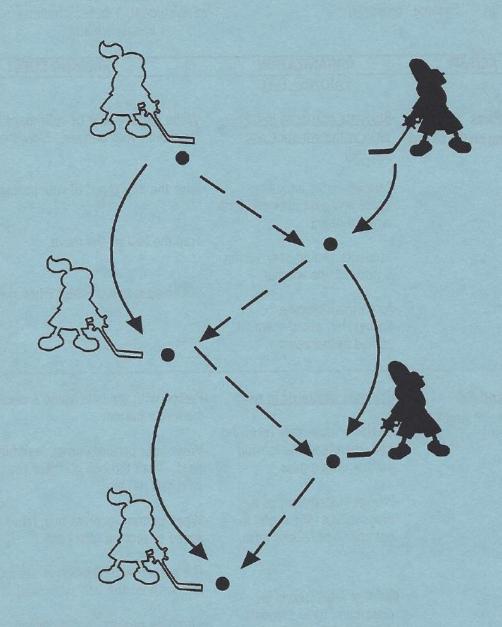
LESSON: 4

EQUIPMENT

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

ACTIVITY	ORGANIZATION	TEACHING CUES
	- <u>PARTNER DAY</u> -	
Pass-Pass (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 <u>ahead</u> 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 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.	-When your partner moves, lead him/her with a pass. Pass the ball ahead of your partner so s/he can run to it.
	-Prompt students to run a diagonal cut (45° angle) to get open and receive pass.	-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.
	classroom, have students draw the "give and go"	-Alternate passing and receiving.
	pattern, including the 45° angle. Ask students, "What	-You give, then you go!
	pathway is created with a series of 45° angles?" (zigzag).	-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

ACTIVITY	ORGANIZATION	TEACHING CUES
	-GROUP DAY-	
Get Your Ball	-Divide class into two teams (by separating partners) one on each end line.	-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 lineStart with 2-4 fewer balls	-On "Go!", all run to midcourt, try to secure a ball, then dribble it back to your starting line.
than there are players.	-Players without a ball attempt to "legally" gain control of one.	
	-After each round, take away 1-2 more balls.	-Return balls to the mid-line on command.
		-Students who push or violate rules must return to the starting line, and wait for their next turn.

LESSON: 6

OBJECTIVES

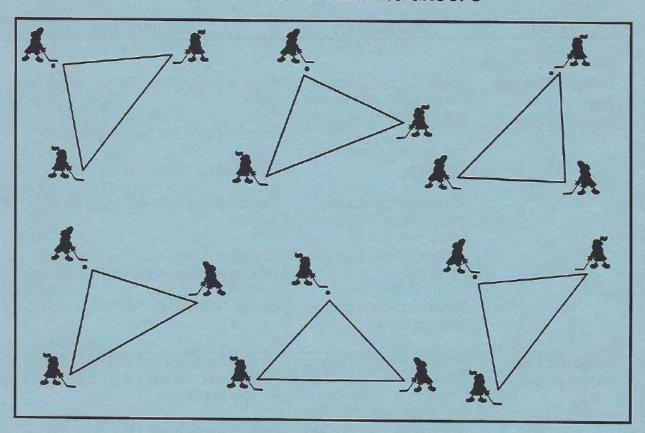
EQUIPMENT

Passing, receiving, agility 1 stick/student, 1 ball and cone/3 students, whistle

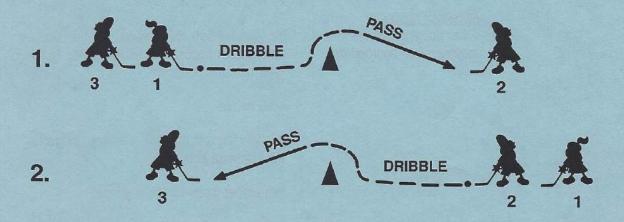
ACTIVITY	ORGANIZATION	TEACHING CUES
Warm-up and review:	-GROUP DAY-	
Triangle Pass and Trap Diagram on back	-Groups of 3 in a triangle, 1 ball per group, each student with own stick.	-While stationary, pass the ball within your group.
Diagram on back	-First drill, all students are	-Trap and control ball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

TRIANGLE PASS AND TRAP

TRIANGLE FORMATION INDICATED BY SOLID LINES CONNECTING GROUPS



DODGE AND PASS



LESSON: 7 & 8

OBJECTIVES

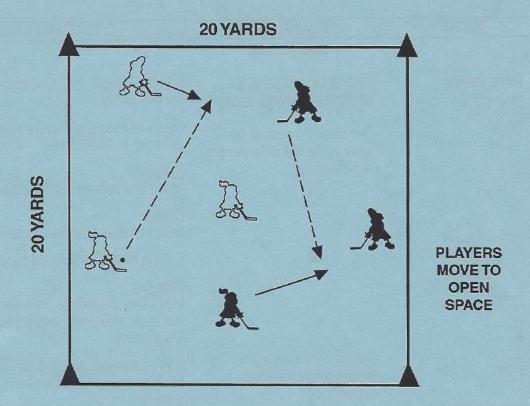
Passing, receiving, defending

EQUIPMENT

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

ACTIVITY	ORGANIZATION	TEACHING CUES
	-GROUP DAY-	
Keep Away (2 v 1)	- <u>Students in groups of 3, scattered in playing area.</u>	-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: -Move into open space to receive pass.
		- <u>Passer:</u> -Pass quickly. Use fakes and feints.
		-Dribble to get into a good passing position.
		- <u>Defender</u> : -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 X 20 yds., one group with red sticks, the other with	-The object of the game is for a team to complete 3 consecutive traps without the ball being intercepted or going out of bounds
	yellowMay be played as "5 Pass"	-Begin the game with members of one team trying to pass ball to each other.
		-A point is awarded when one team complete 3 traps (each to a <u>different</u> member); then the defending team gets the ball.
	Timospie of Cd.	-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: -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



LESSON: 9

OBJECTIVES

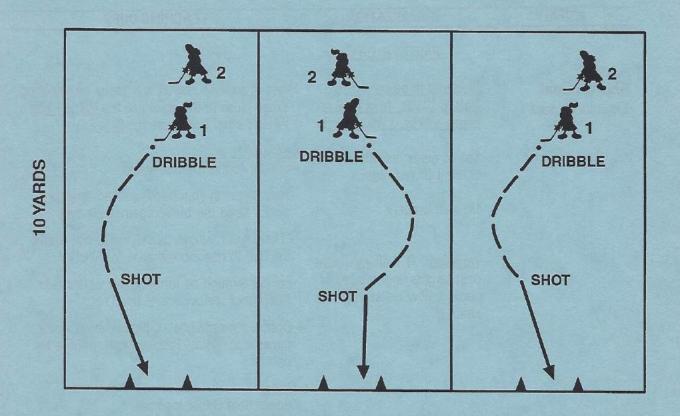
Shooting, dribbling, face off

EQUIPMENT

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

ACTIVITY	ORGANIZATION	TEACHING CUES
	-PARTNER DAY-	
Shot on Goal Diagram on back	-Students in pairs, with a ball, 8-10 yds. from goal (2 cones approx. 3 yds. apart).	-Part of today's lesson will focus on shooting. When close to the goal, use the Wrist Shot. When further away, use the Drive.
	-Set up goals in front of fence or wall (if possible).	Wrist shot: -Similar to the forehand pass.
	-No goal keepers.	-Stay low with your hands spread apart on stick. Keep the blade against the ball.
	- <u>Variation</u> : If wall available,	-"Flick" your wrists quickly. Do not allow the ball to rise more than a few inches.
	post targets (e.g., pieces of paper below waist level) to shoot at.	-Follow through by turning your wrists over. Keep stick below waist level.
	shoot at.	-Dribble towards goal. Shoot when about 3 paces from goal. Retrieve ball, dribble to partner.
		<u>Drive</u> : -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 "ground- sticks" as a means of	-Face your partner 1 stick's length away, standing in side-straddlePlace ball in middleTap the ground with your sticks, then each
	starting a modified game.	other's sticks above the ball ("ground- sticks"), alternately 3 times.
	-If enough cones, add goals for students to attempt shot after winning face off.	-After 3rd tap above ball, attempt to get control of ball and dribble to your lineReturn to middle and repeat.
		notan to middle and repeat.

SHOT ON GOAL



WALL OR FENCE

LESSON: 10, 11 & 12

OBJECTIVES

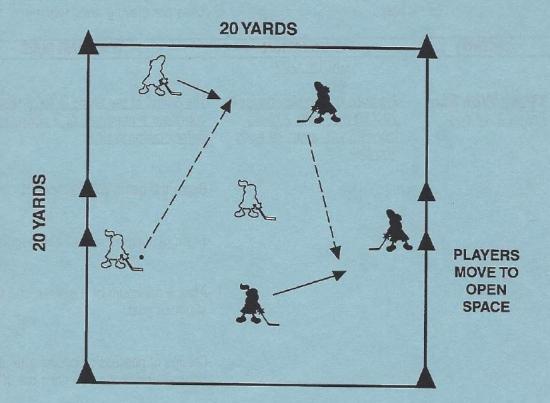
Passing, receiving, shooting, defending, game play

EQUIPMENT

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

ACTIVITY	ORGANIZATION	TEACHING CUES
	-GROUP DAY-	
3 Pass With Shot Diagram on back	-2 groups of 3 in playing area, 20 X 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



LESSON: 13, 14 & 15

OBJECTIVES

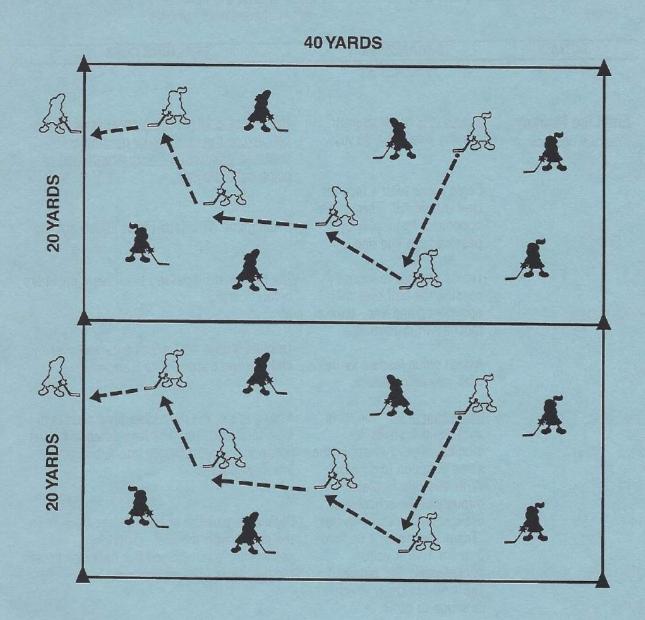
Combining skills, game play

EQUIPMENT

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

ACTIVITY	ORGANIZATION	TEACHING CUES
	-GROUP DAY-	
End Line Hockey Diagram on back	-Teams of 6, in rectangular playing area, 20 X 40 yds. -Begin game with a face-off (see Lesson #9). Thereafter, opponents begin play by passing from end line.	-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.
	-Teams attempt to score by passing the ball over their opponent's end line. (Like a touchdown in football.)	-The ball must be passed to all team members before scoring.
	-Assign group leaders for help with rule enforcement.	-To score a goal, ball must be passed over the end line and trapped by a teammate.
	-Management tip: The team with yellow sticks (or pinnies) always starts in the same direction (e.g., east). With this rule in place	-After a score, the defending team passes in from their end line. The new defenders must return to midcourt before attempting to intercept passes.
	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.	-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.)
	unection to go m.	-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



LESSON: ADDITIONAL LESSONS

OBJECTIVES

Combining skills, game play

EQUIPMENT

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

ACTIVITY	ORGANIZATION	TEACHING CUES
	-GROUP DAY-	
Sideline Hockey Diagram on back	-Teams of 8, divided into 2 groups of 4, on rectangular playing area 20 X 40 yds., with 2 goals (cones 3 yds. apart) at each end line.	-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
	aparty at each cha line.	court. The other 4 spread out on their respective sidelines. No goalkeepers.
	-Use same organization tips from previous lesson, "End	-Begin game with a face-off at midcourt.
	Line Hockey."	-The ball must be passed to all team members on the court before scoring.
	-Encourage passing strategies between field and sideline players. -Encourage sideline players to	-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.
move along sidelines -Rotate groups so the s	move along sidelines.	-A ball that goes out of bounds over the end line is to be put back in play by the team defending that goal.
	-Rotate groups so the same	-After scoring, the other team passes in from midcourt.
	two do not play each other continually.	-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 opposition.

SIDELINE HOCKEY

