## Lesson itans

## $6 \times$ I HOUR PLINS FOR PE TEACHERS FND COFCHES

## Lesson 8 Dribiling

## Learning Objective

control using the
proper fundamentals
SHAPE Standards
The physically literate individual demonstrates competency in a va


## DMDELE DTIII

INSIRUCIIONS

They must dribble the puck around the cone and then come back to the
. The first team or
5. At no time can the children use their hands to touch the hockey puck.

## Lesson L-averview

## Set up the class in traditional relay race lines. Use cones to show the children where the starting line is ocated and where they have to dribble to. Give the firs <br> child in each line a hockey stick and puck (or tennis ball),

On 'go' the first kid in line will dribble the hockey puck to the opposite end of
your room where a cone is located.

Once back at the starting line, they will hand off the stick to the next child who
Dle Drill
Is in a traditional relay race line
lend lines to hell kids know where to go
st dribble to theeir cone
ne and come back to start line where the
e Obstacle Course
in a traditional relay race line
ind lines to help kids know where to go
dribbe and weave in and out of pins
in, they must travel back the same way

## COPYRIGHT NOTICE

## IT IS ILLEGAL TO POST THIS DOCUMENT ONLINE

The material enclosed is copyrighted. You do not have resell rights or giveaway rights to the material provided herein. Only customers that have purchased this material are authorized to view it. If you think you may have an illegally distributed copy of this material, please contact us immediately. Please email support@americancoachingacademy.com to report any illegal distribution.

Copyright © AmericanCoachingAcademy.com and Knowledge Spot Inc. All rights reserved.
No part of this publication may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying or information storage and retrieval systems. It is illegal to copy this material and publish it on another web site, social media page, forum, etc. even if you include the copyright notice. Images copyright Away With The Pixels.

## Legal Notices

While all attempts have been made to verify information provided in this publication, neither the author nor the publisher assumes any responsibility for errors, omissions or contrary interpretation of the subject matter herein. The publisher wants to stress that the information contained herein may be subject to varying state and/or local laws or regulations. All users are advised to retain competent counsel to determine what state and/or local laws or regulations may apply to the user's particular operation. The purchaser or reader of this publication assumes responsibility for the use of these materials and information. Adherence to all applicable laws and regulations, federal, state and local, governing professional licensing, operation practices, and all other aspects of operation in the US or any other jurisdiction is the sole responsibility of the purchaser or reader. The publisher and author assume no responsibility or liability whatsoever on the behalf of any purchaser or reader of these materials. Any perceived slights of specific people or organizations is unintentional. The author and publisher of this document and their employers make no warranty of any kind in regard to the content of this document, including, but not limited to, any implied warranties of merchantability, or fitness for any particular purpose. The author and publisher of this document and their employers are not liable or responsible to any person or entity for any errors contained in this document, or for any special, incidental, or consequential damage caused or alleged to be caused directly or indirectly by the information contained in this document.

## Consult Your Physician

The techniques, ideas, and suggestions in this document are not intended as a substitute for proper medical advice! Consult your physician or health care professional before performing any exercise or exercise technique. Any application of the techniques, ideas, and suggestions in this document is at the reader's sole discretion and risk.

## Iable of contents

Lesson 1: Dribbling ..... 3
Lesson 4: Shooting ..... 27
Overview ..... 4
Dribble Drill ..... 5-6
Dribble Obstacle Course ..... 7-8
Line Hockey ..... 9-10Lesson 2: Passing
Overview1112Passing Partner
Pin Pass
Pins 'n' HoopsLesson 3: Goalie Play
Overview
Circle Goal
Goalie Line Hockey13-1415-16
17-18192021-2223-2425-26
Overview ..... 28
Pin Ball ..... 29-30
Speed Line Hockey ..... 31-32
Crazy 8's ..... 33-34
Lesson 5: Defense ..... 35
Overview ..... 36
Wall Defense ..... 37-38
Bean Bag Hockey ..... 39-40
Puck Stealing ..... 41-42
Lesson 6: Game Play ..... 43
The Stanley Cup ..... 44
Hockey Unit Assessment ..... 45

## Lesson is Dribulins

## Learning Objective

To be able to display good stick control using the proper fundamentals

## SHAPE Standards

The physically literate individual demonstrates competency in a variety of motor skills and movement patterns

## Success Criteria

I can dribble a hockey puck under control
I can dribble a hockey puck with the proper fundamentals
I can hit the puck with accuracy

## Focus Questions

How can I dribble the puck with control?
How can I dribble the puck and keep it close to my body?
$4 x$
$8 x$
$2 x$
$2 x$

## Equipment

Tall cones

Hockey sticks
Pucks / balls

## Coaching Points

Keep the puck close to your body

Dribble to both the left
$\checkmark$ and the right, not just to one side

Try not to keep your eyes looking down

Keep the hockey puck under control

## Lesson 1 - overview

## Activity l: Dribble Drill

- Set up cones and get kids in a traditional relay race line
- Place cones at start and end lines to help kids know where to go
- On 'go' the first child must dribble to their cone
- They must go around cone and come back to start line where the next child takes their turn


## Activity 2: Dribble Obstacle Course

- Set up cones and get kids in a traditional relay race line
- Place cones at start and end lines to help kids know where to go
- On 'go' the first child must dribble and weave in and out of pins
- When they get to the last pin, they must travel back the same way



## Activity 3: Line Hockey

- Divide the class in half with each team on one sideline
- Give each child a number
- When their number is called, they must come out and dribble the puck or ball towards a pin on the other side
- The first one to knock over the pin gets the point



## Skill rocus

. Eye-hand coordination, stick control, balance, agility

GROUP Sity

* Any number of even teams


## LQUPMENTI

* 4 cones, 2 hockey sticks, 2 hockey pucks or tennis balls


## LOCHITON

* Inside or outside


## Sifley

* Children should be careful not to swing their stick inappropriately


## Stive

Set up the class in traditional relay race lines. Use cones to show the children where the starting line is located and where they have to dribble to. Give the first child in each line a hockey stick and puck (or tennis ball).

## FNSTRUCHONS

1. On 'go' the first kid in line will dribble the hockey puck to the opposite end of your room where a cone is located.
2. They must dribble the puck around the cone and then come back to the starting line.
3. Once back at the starting line, they will hand off the stick to the next child who will follow the same pattern.
4. The first team to finish wins the race.
5. At no time can the children use their hands to touch the hockey puck.

## MODHGHITONS

To make it harder, distance the starting line further away from the cone they must dribble the hockey puck around.

## Drbbe Dril

A relay race where the children will dribble the hockey puck around a cone and back to the starting line


## Skil rocus

* Eye-hand coordination, balance, stick control

GROUP Sill

* $8-30$ students


## LQUPMENT

* 2 hockey sticks, 2 hockey pucks or tennis balls, 4 cones, 8 bowling pins


## LOCHINON

* Inside or outside


## Silisty

* Be aware of other children's space to avoid contact and be careful not to use hockey sticks around the other children


## Stup

Place the kids in a traditional relay race line. Give the first child in each line a hockey stick and puck. Set up 4 cones to designate the start and end lines. Set up $3-4$ bowling pins in front of each team (as shown in image).

## MSTIRUCHONS

1. On 'go' the first child in line must dribble their puck or ball, weaving (weaving is similar to figure 8 's) in and out of the bowling pins in front of them.
2. Once they get to the last pin, they must turn around this pin and head back to the start line, weaving in and out of the pins.
3. Once they get back to start line, they hand the stick and ball to the next child and go to the end of the line.
4. The first team to finish wins the race.
5. If they knock over a pin, the child must pick it up and start again from the beginning.

## MODHCHIONS

To make it harder, use more pins to weave in and out of.

## Handie obstecle course

A fun dribbling race where the children try to avoid knocking over a pin


## SKWLL Jocus

* Eye-hand coordination, stick control, aim, agility

GROUP Sity

* 8-24 children


## LQUPMENT

« 2 hockey sticks, 2 hockey pucks, 2 bowling pins

## LOCHIITON

* Inside or outside


## Silitay

* Child should be careful to not swing the sticks in a dangerous fashion


## stive

Put the children on two teams and position them on a sideline (as shown in image). Give each child a number so they know when it is their turn. When their number is called, they must come out, pick up their hockey stick and then dribble towards their bowling pin with the objective of knocking it over before the other team.

## INSTRUCHONS

1. When the teacher calls out a number, those children must come out and pick up their team's hockey stick.
2. Once they pick up the stick, the teacher will say 'go' and those children must dribble the ball or puck towards their bowling pin.
3. Their objective is to knock over their pin before the other team.
4. The first team to knock over their pin gets a point for their team.
5. If they miss, they must run after their ball or puck and try again to knock it over.
6. The team that knocks down the most pins is the winner.

## MODHGHINONS

To make it harder, increase the distance of the pin from the start line.

## line tockey

A fun activity where children have to dribble a ball or puck and be the first to knock over a pin


## Lessen 28 Pessing

## Learning Objective

To be able to pass a hockey puck or ball using the proper fundamentals

## SHAPE Standards

The physically literate individual demonstrates competency in a variety of motor skills and movement patterns

## Equipment

$4 x$
24 x

24 x
12 x

Tall cones
Bowling pins
Hockey sticks
Pucks / balls

## Coaching Points

Concentrate on being accurate with your pass

Do not take your eyes off the puck or ball.

Learn how to track the ball

Always remember to follow through when you pass the puck or ball

How do I concentrate on passing a puck or ball properly? How do I track a puck or ball as it comes towards me?


## Lesson 2 - overview

## Activity l: Passing Partner

- Partner children up in groups of two
- Give each group a hockey puck or ball
- Have the children about 5 feet apart to start
- On 'go' the children will practice passing the ball to each other



## Activity 2: Pin Pass

- Give each child a hockey stick and puck / ball
- Place floor tape on the ground where they should hit from
- Place a pin about 5 feet away
- On 'go' they will hit their puck / ball at their pin



## Activity 3: Pins ‘N' Hoops

- Place the children on two teams on each half of the room
- Each side will have 3 hula hoops on their end line with a pin in the center of it
- Each team will pick 3 guards
- The other kids will be shooters



## Skil rocus

. Eye-hand coordination, aim, stick control

GROUP Syly

* $8-24$ children


## LQUPMENJ

. 24 hockey sticks, 12 hockey pucks / balls

LOCiJION

* Inside or outside


## Sifity

* Children should not swing the sticks inappropriately


## SEIUP

Spread your students out around the room and group them in pairs. Provide each student with their own hockey stick, and each pair with their own hockey puck or ball.

## TNSTRUCHONS

1. Partners should stand about 5 feet apart facing each other.
2. On 'go' the children will begin passing the ball back and forth to each other.
3. They should not hit the ball very hard or fast, just work on the mechanics
4. Once they start getting comfortable, you can increase the distance between them.
5. Ask them to keep track of how many times in a row they can successfully hit the ball back and forth with no errors.

## MODHGHITONS

To make it harder, spread the children out 10 feet apart instead of 5 feet.

\section*{|  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  |
|  |  |  |  |  |  | <br> eossine rownes}

A fun activity where the children practice passing to one another



## rin coss

## Skil rocus

. Eye-hand coordination, aim, stick control

GROUP Syle

- 8-24 students


## LQUPMENT

* A hockey stick, puck, and pin for each child. floor tape


## LOCHITON

Inside

## Sifity

* Children should not swing their stick inappropriately


## SHup

Give each child a hockey stick and puck / ball. Place a piece of floor tape on the ground where you want them to pass the puck or ball (as seen in image). Place a bowling pin across from each child about 5 feet away.

## INSIRUCHONS

1. On 'go' each child will begin to pass their puck or ball at the bowling pin which is across from them.
2. After they hit the puck or ball, they must retrieve it and bring it back to their passing line.
3. If they knocked over their pin, they must also pick that up.
4. The children need to keep track of how many times they successfully knocked over their pin.
5. The child who knocked it over the most wins that round.
6. As they become more proficient at hitting their puck or ball, you can increase the distance they hit from. Simply pull up the tape and move it backwards.

MODHGIJIONS

To make it harder, increase the distance at the pin.

## lin Poss

An activity where the children will pass the ball at a bowling pin with the objective of knocking it over


Has woops

## Skil rocus

* Eye-hand coordination, aim, guarding, agility, teamwork

GROUP Sity

* 8-30 students


## EQUPMENJ

* 24 small sponge balls, 24 hockey sticks, 6 bowling pins


## LOCHIIION

* Inside or outside


## Silfty

: Students should be aware of each other to not bump. Hockey sticks need to be swung very low. Use sponge hockey sticks if you have them.

## SIUP

Place your students on 2 even teams divided by the middle line. Place 3 hula hoops on each end line. Spread 24 sponge balls around the room. Place a bowling pin in each hoop. Give each child a hockey stick.

## INSTRUC'IONS

1. Each team must select 3 guards to stand in the hula hoop with the bowling pin.
2. The rest of the kids on the team are shooters.
3. Each team is only allowed to go on their half of the room.
4. On 'go' the shooters will start to hit the sponge balls across the room at the other team's bowling pins. The guards will use their stick to stop balls from knocking over their pin.
5. Once a pin gets knocked down, play will pause, and a point is awarded. Once the pin is standing up again, rotate the goalies and start again. The team with the most points wins.

## MODHICHIONS

To make it harder, add more balls and allow more than one goalie per pin.


A fun passing activity for accuracy where the children try to knock over an opposing team's pin


## Lesson 3e coalie play

## Learning Objective

To be able to effectively stop a hockey puck from entering the goal

## SHAPE Standards

The physically literate individual applies knowledge of concepts, principles, strategies and tactics related to movement and performance

## Equipment

| $4 x$ | Tall cones |
| :--- | :--- |
| $4 x$ | $=\quad$ Bowling pins |

Hockey sticks
$24 x$ Pucks / balls

## Coaching Points

Concentrate on
balance in goal area
Visually lock in on hockey puck

Know your surroundings around the goal area

## Focus Questions

How do I block a puck from entering the goal?
How do I move at different angles while keeping my balance?

Communicate with teammates so they do not block your vision

Lesson 3 - overview

## Activity l: Circle Goal

- Set up the children around the perimeter of your room
- Have one child volunteer to be the goalie in the middle
- Give each child a hockey stick and spread pucks around the room
- On 'go' the children will hit their pucks at the pin in the middle, trying to knock it over while the goalie protects the pin


## Activity 2: Goalie Line Hockey

- Place each team on an end line
- Give each child a number
- Each round, the teacher will call out 2 numbers
- Each round, 1 child will be a shooter, the other a goalie



## Activity 3: Pin Hockey

- Place the children on two even teams
- One team per half of your room
- They must stay on their half of the room
- The objective is to knock over the other team's bowling pins




## circe cool

## Skil rocus

* Eye-hand coordination, balance, agility, shooting, goalie play


## GROUP Sill

* $8-25$ children


## LQUPMENJ

* 25 hockey sticks, 40 pucks / balls, 1 bowling pin


## LOGHINON

Inside or outside

## Sifity

* Use sponge hockey pucks or soft balls to protect the goalie


## SHUP

Provide each student with a hockey stick, place a pin in the middle of the room and spread sponge hockey pucks or small soft balls all over the room.

## INSTRUCHONS

1. All the children on the perimeter of the room will be the shooters and one child will be in the center who is the goalie. The goalie has to protect the center pin.
2. On 'go' the shooters begin to hit their pucks / balls at the center pin. They are only allowed to shoot from the perimeter line.
3. The shooters are always allowed to leave the perimeter line to find new balls / pucks and use their sticks to bring them back to the shooting perimeter line.
4. Each round continues until someone knocks over the pin.
5. Once this happens, pause the game, pick up the pin, and the child who knocked over the pin now becomes the new goalie.
6. Try to ensure that every child gets a chance to be the goalie.

## MODITGIIIONS

To make it harder, place 2 pins in the center. You can also try having 2 goalies as well.

## cince cool

A fun activity where the goalie guards the goal against everyone else


## Skil focus

* Eye-hand coordination balance, agility, offense, defense


## GROUP StzE

* 8-24 children


## LQUPMENJ

* Hockey sticks for each child, 4 cones, 2 sponge pucks


## LOCJIION

* Inside or outside


## Silitay

s. Children need to be careful not to swing their sticks too high or get too close to the goalie

## StIUP

Divide the class into 2 even teams and place them on different sidelines of your room. Give each child a number. Place 2 pucks in the middle of the room and set up cones for the goals (as seen in image).

## iNSIRUCTIONS

1. Each round, the teacher will call out 2 numbers. The first number called is the goalie who must go to the goal area. The second number is the shooter who must go to the middle of the room where the pucks are located.
2. On 'go' the shooters have to try to get the puck past the opposing goalie. They may dribble closer, but set boundaries denoting how close they can get to the goalie to protect the goalie.
3. The goalie will try to stop the puck from going in. The shooter only gets one shot.
4. The first child to score gets the point. If nobody gets the puck in, no points will be awarded.
5. When complete, set up again and call new numbers. The team with the highest point total at the end wins.

## MODHCHITONS

To make it harder, you can make the goal area smaller for the shooters by moving the cones in closer.

## a coole line tockey

A fun hockey activity where children play goalie and shooter


Sin leoldey

## SKill focus

* Eye-hand coordination, agility, shooting, balance


## GROUP Stit

* 8-30 students


## LeUPMENI

* A hockey stick for each child, 40 pucks / balls, 4 bowling pins


## LOGIIION

* Inside or outside


## Sility

* Children can only swing the hockey stick ankle height, no high sticking


## Stup

Divide the class into 2 teams. Each team can only go on half of the room. Pick one child on each team to be the goalie, the rest are shooters. Give each child a hockey stick and spread out about 40 pucks / balls around the room.

## INSTRUCHONS

1. On 'go' the shooters will hit the pucks / balls onto the other team's half of the room.
2. Their objective is to knock over the other team's pins.
3. The goalie for each team will try to prevent the pins from getting knocked over.
4. Children may look for a puck / ball anywhere on their half of the room and then hit it at the opposing team's pins.
5. The first team to knock over both pins on the other side wins.
6. After each round, rotate the goalie.

## MODHCHINONS

To make easier, you may play with no goalies to allow children to knock over the pins with less of a challenge.

## RHOCNX

A fun activity where the children have to knock over the opposing team's pin while children rotate playing the goalie


## Lesson 48 Shooting

## Learning Objective

To be able to shoot a hockey puck / ball with great accuracy and distance

## SHAPE Standards

The physically literate individual applies knowledge of concepts, principles, strategies and tactics related to movement and performance

## Success Criteria

I can shoot a hockey puck with accuracy most of the time I can hit my desired target on a regular basis
I can use the proper fundamentals of shooting to achieve my goal

## Focus Questions

How do I concentrate on shooting properly?
How do I shoot the ball with great accuracy?

## Equipment

| $4 x$ | Tall cones |
| :---: | :--- |
| $4 x$ | Bowling pins |
| $24 x$ | Hockey sticks |
| $4 x$ | Pucks / balls |

## Coaching Points

Step in the direction you are shootingRemember to follow through on your shotKnow which angle to shoot depending on
where the goalie is located

Try not to telegraph
your shot

## Lesson 4 - overvien

## Activity l: Pin Ball

- Set the children up in 2 traditional relay race lines
- First child in line must hit a ball at the pins
- If they hit a pin, they get a point
- After they hit, they must stand up the pin and bring the puck back



## Activity 2: Speed Line Hockey

- Put the children on 2 even teams
- Each team has one sideline
- Each team has their own goal to shoot at
- The teacher calls out a number
- When a number is called, 2 kids race to score a goal



## Activity 3: Crazy 8's

- Put the children on 2 even teams
- Each team has one sideline
- Each child will have a number
- When their number is called, they will have to do crazy 8's to score a goal



## Skil rocus

* Aiming, eye-foot coordination, speed


## GROUP Stit

* Any number with 2 even teams


## EQUPMENJ

* 4 pins, 2 hockey sticks, 2 pucks / balls


## LOGjIJON

* Inside or outside


## Sifity

* Children have to be careful not to swing the stick high


## Stup

Place the children in 2 even relay race lines. Place 4 pins on the opposite end line as shown in image. Give the first child in line a stick and a puck.

## INSTRUCHONS

1. On 'go' the first child in line hits their team's puck / ball across the room at the bowling pins.
2. The goal is to knock over a pin to get a point for their team.
3. Whether they hit or miss the pin, they must retrieve their puck / ball (pick up pin if they did knock it over) and bring it back to the next child in line.
4. The next child follows the same process.
5. Set a 5 -minute time limit on each round.
6. The team who knocks the pin over the most wins.

## MODHCHINONS

To make it harder, increase the distance between the children and the pins.

## Yin

A shooting accuracy game where children have to hit a puck at a pin


## Skil rocus

* Aiming, shooting, eye-hand coordination, speed

GROUP Size

* 8-20 children


## LQUPMENT

* A hockey stick for each child, 2 pucks / balls, 4 cones


## LOCiJION

* Inside or outside


## Siflity

* Children cannot high stick, must swing the stick no higher than ankle height


## SEIUP

Divide your class into 2 even teams. Place each team on one of the sidelines of your room. Every child is assigned a number as shown in our image. Set up 2 hockey pucks in the middle of the room and use cones to set up the goals.

## INSTRUCTIONS

1. In this game, the objective is going to be to score a goal before the other team.
2. Each child only gets 1 shot per round.
3. The teacher will call out a number. When that number is called, a child from each team will race to the middle and try to shoot their puck / ball into the opposing team's goal before the opponent. Whoever gets it in first wins the round and gets a point.
4. The children may shoot from the middle or dribble the puck / ball in closer.

## MODHIGMITONS

To make it harder, increase the distance the children have to shoot the puck / ball.

## 國 speed line lockey

A fun hockey activity where children race to shoot a goal


## Grove s

## SWIL rocus

. Eye-hand coordination, speed, stick control, aim

GROUP Syle

* 8-30 children


## LQUPMENJ

Hockey sticks for each child, 2 pucks, 4 cones, 2 pins

## LOCHION

Inside or outside

## Siflyy

- Children need to be careful not to bump into one another as well as keeping the sticks low to ground


## STIUP

Put your class on 2 even teams. Each team has their own sideline. Give each child a number, and a hockey stick. Set up 2 cones for each team in the middle of room as well as a bowling pin on the opposite end (see image).

## iNSIRUCTIONS

1. When a child's number is called, they must go to the far end of the room where the hockey pucks are located.
2. On 'go' the children must dribble their puck to the other end where their bowling pin is located.
3. When they get to the cones, they must weave (figure 8 's) through the cones.
4. Once they complete that aspect, they must now knock over their pin before the other child.
5. If they miss, they must start again, but as soon as one child knocks over the pin, the round stops and a new number is called.
6. After each round, the children must stand up the pins and return the pucks back to the start line.

## MODAFGIIONS

To make it harder, increase the distance the children have to shoot the puck.
crow ots

A fun hockey activity where children race to shoot a goal


## Lesson 5: Defense

## Learning Objective

To be able to play defense efficiently and stop the other team from scoring goals

## SHAPE Standards

The physically literate individual demonstrates the knowledge and skills to achieve and maintain a health-enhancing level of physical activity and fitness

## Equipment

| $4 \times$ | Cones |
| :---: | :--- |
| $4 x$ | Bowling pins |
| $24 x$ | Hockey sticks |
| $4 x$ | Pucks / balls |
| $5 x$ | Hula hoops |
| $100 x$ | Bean bags |

Bowling pins
Hockey sticks
Pucks / balls
Hula hoops
Bean bags


## Activity l: Wall Defense

- Give each child their own hockey stick and tennis ball
- Each child needs to go near the boundaries of your room
- On 'go' they will hit the ball against the wall
- Their objective is to not let the ball get past them on the way back



## Activity 2: Bean Bag Hockey

- Set up 4 kids to be shooters
- Set up 3 children to be goalies
- On 'go' the shooters will hit their bean bags at the hoop
- After a minute, rotate in new children


## Activity 3: Puck Stealing

- Set up children in traditional relay race lines
- On 'go' the first child must run with stick to their pile of hockey pucks
- They must take a puck with their stick
- Once they take it, they must dribble it back to the starting line



## Skil rocus

. Eye-hand coordination, aim, agility, reflexes

## GROUP Sill

* 8-30 students


## LQUPMENJ

* A hockey stick and tennis ball for each child


## LOCHION

* Inside


## Sifity

* Children should be careful of the ball rebounding off the wall at them as well as keeping their sticks low


## Stive

Place each child by a wall in your room and provide everyone with their own hockey stick and tennis ball.

## INSTRUCHONS

1. On 'go' the children will begin to hit their tennis ball against the wall that is in front of them.
2. They need to hit the ball hard enough so it bounces back at them, so they should not be too far away from the wall.
3. Their objective is to try and stop the ball coming back at them with their hockey stick.
4. Once it becomes too easy for them, they should move closer to the wall.

## MODHCHINONS

To make it harder, have the children stand closer to the wall which will make it more difficult to stop.

## Well Detense

A fun defensive activity that improves eye-hand coordination and reflexes


## Skil rocus

. Aim, eye-hand coordination, offense, defense

GROUP Sill
4. 6-24 students

## LQUPMENT

* 5 hula hoops, 50-100 bean bags, 6 hockey sticks


## LOGJINON

Inside

## Sifity

* Children need to be careful not to swing their sticks too high


## Stive

Place 4 hula hoops in the corners of your room and 1 in the center (as shown in image). Place many bean bags in each corner hula hoop but make sure each hoop has its own color bean bag. Give each child a hockey stick. Place 1 child by each corner hoop and 2 children by the center hoop (as seen in image).

## INSTRUCHONS

1. On 'go' the children in the corners will hit their bean bags at the center hula hoop.
2. Their objective is to get their bean bag into the center hoop.
3. The 2 children in the center are the guards of the hoops. Their objective is to block the bean bags with their sticks and not allow them to enter the center hoop.
4. Since each team has their own color bean bag, it will be easier to see which team got the bean bag into the center hoop.
5. After a minute, collect the bean bags and rotate new kids in.
6. The team with the most bean bags in the center hoop wins.

## MODHCHIONS

To make it harder, increase the number of goalies from 2 to 4.


## Been Bes lockey

A sprinting race where the children have to race to the center of the room and collect bean bags


## SKWLL Jocus

* Running, speed, agility, defense, puck control

GROUP STiLE

* 8-30 children


## LQUPMENT

* 24 hockey pucks, 2 sticks


## LOGiJITON

* Inside


## Sifity

* Children should be careful not to bump into each other


## Stive

Put the children in traditional relay race lines. Give the first child in line a hockey stick. Place many hockey pucks on the opposite end of the room (as seen in image).

## INSTRUCHONS

1. On 'go' the first child in line must run with their stick to the other end of the room where the hockey pucks are located.
2. Once they arrive, using their stick, they take 1 hockey puck from the pile and dribble in back to the start line.
3. Once they get back to the start line, they hand the stick to the next child who will follow the same pattern.
4. The child who just completed can now pick up their hockey puck and hold on to it.
5. The first team to finish wins the race.

## MODAFGIIIONS

To make it harder, go through the line multiple times.

## wak steoline

A fun race that teaches children to hustle after a hockey puck


## Lesson g: came pley

## Learning Objective

To be able to simulate a game of hockey with proper dribbling, passing, shooting, goalie play and defense.

## SHAPE Standards

The physically literate individual demonstrates competency in a variety of motor skills and movement patterns

## Success Criteria

I understand how to apply the skills needed to play hockey
I can dribble efficiently
I can shoot efficiently
I can play goalie and defense efficiently

## Focus Questions

How do I apply my skills to play hockey?
How can I pass, shoot, and play defense efficiently?

## Equipment

$24 x \_{0}$ Hockey sticks
Ix © Hockey puck


## Skill rocus

GROUP Sill

* Any number of even teams


## LQUPMENT

« 4 cones, 1 hockey puck, hockey sticks for each child

## LOCiJION

Inside

## Sifly

* No high sticks, no checking, use sponge sticks and sponge puck if you have them


## Stup

This is a chance for your students to put their skills to work in a real game environment. Divide your group in 2 even teams of 6 players and set up 4 cones to create 2 goals. If you have more children, you can sub kids in. If you have fewer children, you can subtract some of the positions.

## INSIRUCIIONS

Your students will be playing a real game of hockey, with a focus on learning the positions, rules and scoring of the game. For all levels, we recommend using sponge hockey sticks and a sponge hockey puck for greater safety.

## MODHCHITONS

To make it easier:

- Make the goals bigger
- Use a whiffle ball instead of puck
- Play with less positions
- Make the playing area smaller
- Play small-sided games of 3 on 3 or 4 on 4
- Play with no goalie
- Do not keep score

To make it more challenging:

- Make the goals smaller
- Keep score and have a reward for the winning team
- Use a hockey puck
- Make the playing area bigger


## Illockey Lint Assessment

Name: $\qquad$ Class: $\qquad$

| Stid] | 3 Cojan dia | Dejelopjaid | jejitejini |
| :---: | :---: | :---: | :---: |
| Passing |  |  |  |
| Shooting |  |  |  |
| Goalie Play |  |  |  |
| Defense |  |  |  |
| Speed |  |  |  |
| Eye-Hand Coordination |  |  |  |
| Teamwork |  |  |  |
| Gameplay |  |  |  |
| Dribbling |  |  |  |

