



## SERVING CHALLENGE

### STUDENT TARGETS

- **Purposeful Competition:** I will recognize the importance of failed attempts along the path to excellence and learn from them intentionally.
- **Skill:** I will work to improve serving control and consistency.
- **Fitness:** I will remain actively engaged in all challenges.
- **Responsible Behaviors:** I will use encouraging language and work cooperatively with classmates.

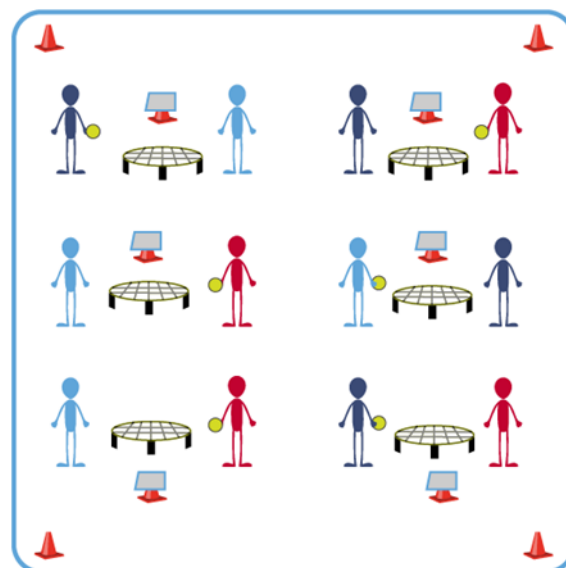
### EQUIPMENT & SET-UP

#### Equipment:

- 1 Spikeball® net (or hoop) per group of 2 students
- 1 ball per group of 2 students
- 1 Task Tent per group of 2 students
- 1 large cone per group of 2 students
- 1 Serving Challenge Card per group of 2 students

#### Set-Up:

- Set Spikeball® nets (or hoops) up in the activity area, allowing space for player movement.
- Place 1 Spikeball® at each net.
- Display a Serving Challenge Card at each net using a large cone and Task Tent.
- Group students and send 1 pair to each net.



### ACTIVITY PROCEDURES

1. This activity is called Serving Challenge. We're going to complete a series of partner and team serving challenges to help us practice serving during a Roundnet game.
2. Our focus will be on the placement of our serves. We want to serve the ball to a location on the net that makes it difficult for the other players to return.
3. On the start signal, you and your partner are going to work to complete the **Partner** challenges on the Serving Challenge Card. See how many different levels you and your partner can complete successfully.
4. On the stop signal, you'll join another group and work at a net to complete the **Team** challenges on the Serving Challenge Card.
5. Make sure that you are trying all of the different types of serves during the partner and team challenges.

### GRADE LEVEL PROGRESSION

- **Level 1:** Complete the Partner challenges from the Serving Challenge Card.
- **Level 2:** Complete the Partner challenges and the Team challenges from the Serving Challenge Card.

### TEACHING CUES

- **Cue 1:** Toss with your opposite hand than the one you are serving with.
- **Cue 2:** Focus on placement of the serve on the net.
- **Cue 3:** Honor the rules of the game and the characteristics of Purposeful Competition during each of the challenges.



## SERVING CHALLENGE (continued...)

### UNIVERSAL DESIGN FOR LEARNING

- **UDL 1:** Provide implements (e.g., paddle) if students have difficulty striking with their hands.
- **UDL 2:** Use modified equipment as needed (e.g., foam ball, balloon) and allow students to choose their challenge preference.
- **UDL 3:** Use verbal cues and visual aids along with demonstrations.
- **UDL 4:** Increase the size of the target area or remove the target altogether.
- **UDL 5:** Allow the ball to bounce after each serve.
- **UDL 6:** Allow peer partners as appropriate.

### ACADEMIC LANGUAGE

Serve, Positioning, Challenge, Excellence

### PRIORITY OUTCOMES

#### **Purposeful Competition – Application of Purpose Including the Community:**

- **(HS)** Evaluate the benefit of engaging/challenging new members of the community in pursuit of purpose.

#### **Working with Others:**

- **(HS)** Uses communication skills and strategies that promote positive team/group dynamics.

### DEBRIEF

#### **Debrief Questions:**

- **DOK 1:** What are the key elements of a successful serve?
- **DOK 2:** How does placement of the serve on the net affect the trajectory of the ball?
- **DOK 3:** What did you do differently if your serves were going directly to one of your teammates? Did the changes you made make it more difficult for others to return it?