

Black Bear

Developed by: Cathy Walters

Discipline / Subject: Physical Education

Topic: Black Bear is a line game that allows all players to be involved at all times. Children especially like it when the teacher or counselor assumes the role of "it," Black Bear.

Grade Level: PK-3

Resources / References / Materials Teacher Needs: No equipment is needed for the game, just a gym floor playing area with two parallel lines 30' to 40' long. I use the already marked basketball court as boundary lines and I have Black Bear stand in the center circle.

Lesson Summary: Black Bear is a game that tests auditory discrimination and teaches children to navigate a designated area while avoiding being tagged. Anticipating the signal adds to the fun.

Standards Addressed: Department of Physical Education

6.c Students demonstrate a willingness to participate with peers regardless of diversity or disability

6.d Students enjoy and interact with peers in a variety of physical settings

6.e Students resolve conflicts in an acceptable nonviolent manner

7.d Students recognize the benefits (social and physical) derived from participation in group games and activities

7.e Students show a willingness to follow rules, procedures, and safety guidelines in all physical settings

7.f Students behave in a caring and helping manner toward all peers

Learning Objectives:

The student will:

1. practice auditory discrimination to determine when to run
2. learn how to work together
3. learn to be both leader and follower and accept both primary and secondary roles
4. learn how to effectively communicate with peers
5. contribute to team goals

Method of Assessment for Learning:

Observe students for successfully accomplishing the task following the given guidelines

Procedural Activities:

1. Choose one child, counselor or teacher to be Black Bear, or "it," and have them stand in the center of the play area.
2. Black Bear calls out, "Black Bear, Black Bear, Black Bear."
3. All of the players must try to run across the playing area to the opposite line (Base) without being tagged.
4. Those who are tagged become Black Bear's helper and must help tag the other players.
5. Black Bear may try to trick the runners by calling different colors such as "Black Bear, Black Bear, Green Bear."
6. If a player makes a false start on anything but the words "Black Bear, Black Bear, Black Bear," that person must become one of Black Bear's helpers.

Materials Students Need: Campers and students need to wear good footwear for safety, preferably socks and running shoes.

Technology Utilized to Enhance Learning: DVD-The Adventures of Monty the Moose-Amazing Alaska Animals

Other Information:

- Play until all but a handful of players have been caught, and then start over.
- Give clear instruction on how to play the game in a manner that is fun, respectful to all participants, and will result in few injuries. For example, ask students how they would like to be tagged and define what is appropriate.
- I would recommend playing this game during a study of Alaska's animals and more specifically the three types of bears that make Alaska their home. A must read for this unit is, *Alaska's Three Bears* by Shelley Gill, illustrated by Shannon Cartwright.

Modifications for Special Learner/Enrichment Opportunities:

This game offers a wonderful opportunity to pair students of high and low physical ability. They can be "it" together.

To make the game more difficult for older students they can change what Black Bear says. Instead of changing the color, the person who is "it" can make more subtle auditory changes like, "Black Bear, Black Bear, Black Bean" or "Black Bear, Black Bear, Black Berry." Students will surprise you with their creativity!

