

Look-Up Volleyball



Item #11725

What Are The Educational Applications?

In order to learn, the learner must focus on the important parts of the learning episode. Vision is a key focusing sense and plays an important role in the learning process. In the gymnasium or on the playing field, vision is also crucial for processing the information necessary for planning and executing efficient and effective movement patterns and responses. Activities in gymnastics, dance sport and games, and outdoor adventure utilize the sense of vision. By visually spotting on a stationary object students can retain their balance on a balance beam, visual tracking enables students to catch an incoming ball or Frisbee, and the strategic play of net and wall/invasion/fielding games is enhanced by looking for and sending objects to open spaces/teammates.

What happens if the sense of vision is restricted? What other senses/cues/skills can be utilized in order to learn and move successfully? How would kinesthetic and auditory cues help or hinder performance? The Look-Up Volleyball Net is a product that enables students without visual impairment to understand the challenges of visual impairment. The Look-Up Volleyball Net is used like a volleyball net, however, the net limits the amount of visual information received by the students during game play.

How Can I Use This Product With My Kids?

When you first use the Look-Up Volleyball Net, it would be prudent to reduce the skill requirements of the game until your students have become familiar with playing with restricted vision. It is also recommended that light-weight balls (Air Lites, Nerf balls, beach balls, etc.) be used in Look-Up Volleyball net games as students will only see the ball as it "crests" over the top of the net. The net games provided in this Activity Guide can be played cooperatively or competitively.

Game #1-Keep It Out

The object of this game is to end up with the fewest number of balls on your side of the net. Students are divided into two teams on both sides of the Look-Up Volleyball net. Every student on each side of the net will have a ball (if you do not have enough balls for each student, use as many balls as possible). On a start signal, both teams begin throwing balls over the

net to the opposing team. Opposing team players retrieve and throw the balls back over the net. Play continues with both teams throwing the balls back and forth over the net. When playing this game you should establish a time limit for game play. At the end of the time limit, the game is stopped and each team counts the number of balls on their side of the net.

Scoring: One point is awarded per ball on each team's side. The team with the lowest score wins the game.

Skills Highlighted: Students develop throwing and catching, sharing coverage with teammates, communication with teammates, and readiness to move in any direction.

Game #2-Keep It Up

The object of this game is to work together as a team to keep a ball in-bounds and off the floor. Students are divided into two teams on both sides of the Look-Up Volleyball net. Each team has one ball and attempts to keep the ball in play (by throwing and catching/striking) among the team members on their side of the net only. In this game the ball will not go over the net to the other side. The team is out if the ball travels out of bounds, touches the floor or goes over the net.

Scoring: One point per hit on the appropriate side of the net is awarded.

Skills Highlighted: Students develop throwing and catching/striking, passing, volleying, positioning and repositioning for best coverage, sharing coverage with teammates, communication with teammates, and readiness to move in any direction.

Game #3-Keep It Up and Over

The object is to keep the ball in play (off the floor and in-bounds) as long as possible.

In this game, students are divided into two teams on both sides of the Look-Up Volleyball net, but only one ball is used. Both teams will work together in order to keep the ball moving back and forth over the net. Players may throw and catch/strike the ball over the net. You may allow as many hits needed per side to get the ball over the net or restrict the number of hits per side. Play is stopped when the ball touches the floor or

travels out of bounds. This game encourages communication with the players on both sides of the net.

Scoring: Award one point per hit or one point per successful hit over the net to the other team.

Skills Highlighted: Students develop throwing and catching/striking, passing, volleying, positioning and repositioning for best coverage, sharing coverage with teammates, communication with teammates, and readiness to move in any direction.

Game #4-Look-Up Newcomb/Volleyball

Students are divided into two teams on each side of the net. Play follows the rules of Newcomb/Volleyball with the exception that each team must successfully throw and catch/strike the ball three times on their side of the net before the ball may go over the net to the opposing team.

Scoring: Follow the scoring rules for Newcomb/Volleyball.

Skills Highlighted: Students develop throwing and catching/striking, passing, volleying, positioning and repositioning for best coverage, varying play so that opponents cannot anticipate what will happen, sharing coverage with teammates, communication with teammates, and readiness to move in any direction.

Game #5-Target Ball

The object of this game is to utilize information from a teammate to throw a ball to a target area. Students are divided into two teams on each side of the net. Players on Team A sit down on the playing court in random fashion (within the boundary lines). Once a player selects an area to sit, he/she may not change his/her location for the duration of the game. Instead of using students on Team A as targets feel free to use hula hoops.

One player from Team B will serve as the team Lookout. This player will stand on an elevated platform (stacked panel mats) enabling him/her to look over the net and see the location of the players/hoops on Team A. The other players on Team B will rely on the information from the Lookout (throw long, throw short, throw left, etc.) for throwing Nerf balls over the net and touching players/hoops on Team A. When a player/hoop on Team A is touched by a Nerf ball he/she/it is out of the game. Team B continues to throw Nerf balls over the net based on information from the Lookout (each player on Team B should have two or three Nerf balls). When all the players/hoops have been touched by a Nerf ball, the game is over. Team B and Team A switch roles.

There are two methods for scoring this game.

Method #1: Keep track of time needed to touch all players/hoops for each team. The team with the fastest time wins the point.

Method #2: Play for a designated time and score one point for each player/hoop touched by a Nerf ball during the time period.

Skills Highlighted: Students develop throwing and catching, and communication with teammates.

How Do I Make This Developmentally Appropriate For My Kids?

The ideas and activities presented in this Activity Guide provide a foundation for developmentally appropriate play for children. Remember the Look-Up Volleyball net limits the visual information available to the students. Reduce the motor processing demands by reverting to fundamental skills, strategies and rules when first using this product. In addition, it is recommended to use soft equipment in the games, i.e. Nerf balls and beach balls.

How Does This Product Relate To Current Educational Thinking?

The Council on Physical Education for Children (COPEC) and the Middle and Secondary School Physical Education Council (MASSPEC) have each developed position statements related to appropriate practices. In each document components of a physical education program have been identified, and developmentally appropriate and inappropriate examples are provided as guidelines for recognizing best practices (appropriate) and counterproductive practices (inappropriate).

These guidelines are useful as a decision-making tool for developing quality physical education programs. When working with the Look-Up Volleyball net, the following document guidelines are helpful.

COPEC Document Guidelines

Development of movement concepts and motor skills - Appropriate Practices

Children are provided with frequent and meaningful age-appropriate practice opportunities that enable individuals to develop a functional understanding of movement concepts (body awareness, space awareness, effort, and relationships) and build competence and confidence in their ability to perform a variety of motor skills (locomotor, nonlocomotor, and manipulative).

Games-Appropriate Practices

Games are selected, designed, sequenced, and modified by teachers and/or children to maximize the learning and enjoyment of children.

Rules governing game play - Appropriate Practices
Teachers and/or children modify official rules,

regulations, equipment, and playing space of adult sports to match the varying abilities of the children.

MASSPEC Document Guidelines

Cooperative Play - Appropriate Practice

The program includes experiences which encourage students to learn the process of working and cooperating with others to achieve a common goal. Appropriate student behaviors which make goal attainment possible include communicating effectively, accepting individual differences, cooperative problem solving, and working within the framework of rules.

Team and Individual Activities - Appropriate Practice

The program includes a wide variety of team and individual activities with ample practice time provided to ensure a sense of student accomplishment. Lead-up and modified versions of the game as well as the game itself are all used.



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Please direct your questions or concerns regarding this product to the appropriate office listed below between the hours of 8AM-6PM Eastern Time

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