

Grade 7 & 8 Curriculum Goal Suggestions

Strand A:

Movement Competence: show readiness to receive a pass in a game by moving into position, making eye contact, and holding a hand out to act as a target; when the other team scores in a game of handball, say something supportive, such as “Good try!”

Explanation:

Teams pass the ball to a teammate in the end zone to score. No moving with the ball; if it's dropped or intercepted, possession changes.



Game
Touchdown

Page 54 in the Baseball 5 Toolkit

Strand B:

Demonstrate an understanding of factors that contribute to their personal enjoyment of being active (e.g., being able to modify games for different purposes, for example turing the throw and follow game into the base running relay game.

Explanation:

A relay race around four bases. Teams start from home or second base, take turns running a full loop, and tag the next player. First team to finish wins.

Players stand in two facing lines. Throw the ball across, then move to the end of the opposite line. The first team to return all players to their starting spots wins.

Page 50 and 56 in the Baseball 5 Toolkit



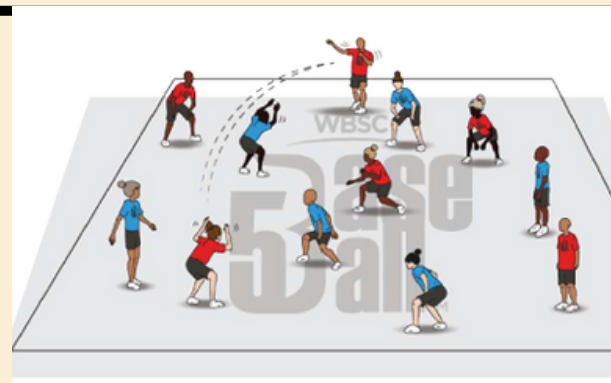
Game
Throw and Follow
Game
Base Running Relay

Strand C:

send, receive, and retain a variety of objects, while taking into account their position and motion in relation to others, equipment, and boundaries, while applying basic principles of movement (e.g., use different strokes and varying degrees of force

Explanation:

Two teams pass the ball, aiming for 5 consecutive passes to score. Players can't move with the ball or make hand-to-hand passes. No contact allowed. Drops or interceptions switch possession. First to the set score wins.



Game
Five Passes

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