



Lesson Plan 1:

Creative Writing for the Virtual Classroom

Subject: Language Arts

Course/Grade: 4-6

Objectives/Outcomes: To create a story using virtual group cooperation and to edit and proofread in a virtual group.

Curriculum Framework Standard(s): 4.RI.7, 4.W.2, 4.W.5, 5.RL.1, 5.W.2

Procedure:

1. **“Frontloading”- (Before)**
 - a. **Preparation & Planning**
 - i. Photographs (clipped from popular sports magazines)
 - ii. Blank paper attached to photographs
 - iii. Pens/pencils
 - iv. Music- College Fight Songs (<https://www.youtube.com/watch?v=iDsi8x-ylc0>)
 - b. **What will you do to assist students:**
 - i. Class studies Gridiron Terminology
 - ii. Split your class into groups of four and have them work together virtually from home. Assign each group a photograph of an interesting football scene or situation.
2. **Assistance and Associations (During)**
 - a. Students should play a 5 fight songs from the link above. When music begins, first student is to write a narrative prompted by the photograph.
 - b. After a few minutes, the music is stopped and the story that student 1 began is read by the 2nd student.
 - c. The music is turned back on, and the 2nd student picks up the story where the first student left off.
 - d. This procedure continues around the group until all have had a turn. The last student in the group should attempt to end the tale.
3. **Reflection & Readiness for Application (After)**
 - a. Each story is shared either via email or through document sharing. Each student in the group reads aloud to the entire virtual classroom the part of the story that he or she has written. The group will edit the story using specific terminology to replace general description used by less football-proficient students. Papers can be emailed to the teacher or shared virtually. Grades can be assigned to proofread and finish papers.

"Football Chain Story" Pro Football Hall of Fame Youth and Education, English & Language Arts Teacher Activity Guide 2019-2020, pg 19.

https://www.profootballhof.com/assets/1/6/LA_2019.pdf





Gridiron Terminology

Coin Toss = A pre-game ritual where the referee flips a coin and the captain of the visiting team calls heads or tails.

Dead Ball = The ball is considered “dead” during stoppages in play, between downs and during timeouts.

Defense = The team trying to prevent the offense from scoring

Down = A down is the period of action that begins when the ball is put in play and ends when the ball is declared dead.

End Zone = The scoring areas at each end of the playing field bounded by the goal lines, end lines, and sidelines are known as the end zones.

Field of Play = The area between the sidelines and the end zones, which is considered to be “in bounds” and where all the action takes place.

Fumble = A turnover that occurs when any player who is in possession of the football drops it during a play. Once a player fumbles, either team can recover the football.

Half Time = Between the second and third quarters, there is a 12-minute intermission where both teams leave the field and prepare for the second half of the game.

Interception = A turnover that occurs when a defensive player catches a forward pass thrown by the offense resulting in a change of possession.

Line of Scrimmage = A virtual line that extends from sideline to sideline that passes through the forward point of the ball after it has been made ready for play.

Offense = The team that is in possession of the ball and is trying to score.

Penalty = When either the offense or defense violates the rules of the game, they are assessed a penalty.

Pocket = The area formed by the quarterback’s blockers to prevent defensive players from sacking him.

Quarters = Regulation time for all NFL games is 60 minutes and each game is divided into four 15-minute quarters.

Sideline = The area on either side of the field where players not currently playing in the game, medical and technical staff and league employees perform their jobs on game days.

Snap = The action that starts a play from scrimmage. A snap occurs when the center passes the ball through his legs back to the quarterback, punter, or holder.

Tackle = A tackle occurs when a defensive player forces the player with the ball to the ground or out of bounds to stop the runner from advancing downfield and to end the play.

Timeout = A game may be legally stopped at any time, either by one of the teams or by an official.

Turnover = When an opposing defense gains possession of the ball from the team on offense, usually by picking up a fumble or intercepting a forward pass.

*These definitions and more can be found [here!](#)

