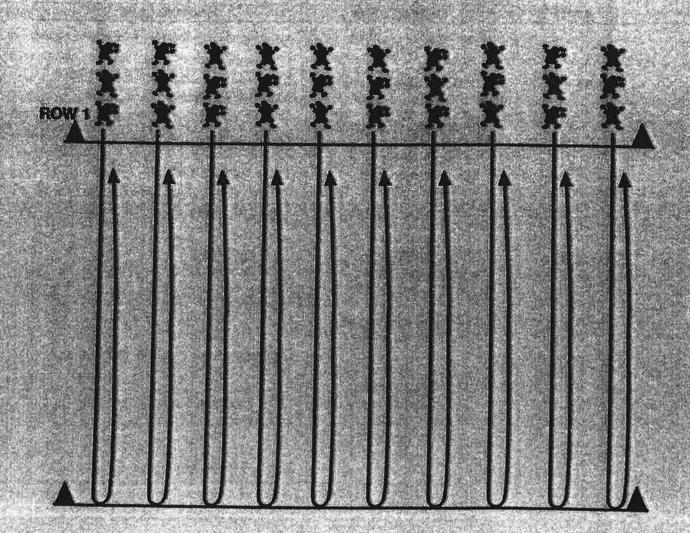
TRACK AND FIELD

SHUTTLE RUN

ALL STUDENTS IN ROW 1 GO ON COMMAND



UNIT: TRACK & FIELD

OBJECTIVES

Sport skill development, long jump/ lower body strength and power

AGES: 8-14

EQUIPMENT
1 marker/youth (flag, cone, bean bag, rope, etc.),
music/whistle

ACTIVITY	ORGANIZATION -INDIVIDUAL DAY-	TEACHING CUES
Warm-up: Standing Long Jump	-On line, facing leader.	-Place feet shoulder width apart.
	-Demonstrate standing long jump.	-Swing arms backward as the knees bend.
	-Youth jump 5-6 times on own.	-Swing arms forward and extend legs when you
Standing Long Jump Challenges	-As above.	-Two-foot take-off and 2-foot landing. Land on the balls of both feet, leaning forward. Challenges:
	-Direct youth in various challenges.	Lie on your back with your feet touching the line. Measure your height and mark it on the ground.
	-Mark each jump at the back of the heels or the closest point to the take-off line.	-Can you jump your own height? (Landing on both feet.)
		-How far can you go using 3 jumps in a row? (4 jumps?)
Running Long Jump Challenges	-As above. (Or, practice where youth can land safely	-Plow far can you go using a hop and a jump? -One-foot take-off, 2-foot landing
	in a sandpit if available.)	-How far can you do the running long jump?
	-Designate an area for a "take- off board."	-With a running start, how far can you go using 2 jumps? (2 foot landing)
	on board.	Triple Jump:
	-Youth use 10 pace approach.	-With a running start, how far can you go using a hop and a jump? (Take-off on 1 foot, land on that same foot, then jump to 2 feet.)
		-With a running start, how far can you go using a hop, a step, and a jump? (e.g., take-off on left foot, land on left, step onto right, then leap and land on 2 feet).