Unit: Frisbee Grade: 6th Level: 28

S2.M1.6- Creates open space by using locomotor movements (walking, running, jumping, and landing) in combination with movement (varying pathways, change of speed, direction, or pace).

S2.M6.6- Transitions from offense to defense or defense to offense by recovering quickly.

Student Name	Direction Fake: Fakes a forehand throw and then throws	Height Fake: Fakes a throw at a certain height and then throws at a	Body Fake: Uses a jab step to get the defender to move.	CASEL Responsible Decision-Making: Solving Problems	Notes/Observations/ Next Steps
	backhand.	different height.	move.		