

**Lesson Topic:** | Jacks

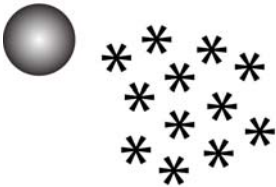
**OBJECTIVES**

**Psychomotor:** | The learners will demonstrate hand-eye coordination as they play jacks.

**Cognitive:** | The learners will understand the history behind the game of jacks.

**Affective:** | The learners will play fair as they play jacks.

**Equipment Needed for this lesson:** | One set of jacks per pair or group of students

<b>CONTENT:</b> Introductory activity; tasks for skill, knowledge, and attitude development; group activities; conclusion (including time est. for ea.)	<b>TEACHING METHOD:</b> Method of presentation (demo, explanation, posters, films, etc.) and style of teaching	<b>MANAGEMENT:</b> Organization of space, equipment, students (incl. diagrams, formations, drills, etc.)	<b>TEACHING/REFINEMENT CUES:</b> Cues for critical elements of skills and strategies; major points of cognitive/affective content)	<b>PROCEDURES FOR EVALUATING STUDENT PERFORMANCE</b> (during this lesson)
1. Introduction of jacks	Direct	<p>Player 1                  Player 2</p>  <p>The diagram shows a grey ball on the left, labeled 'Player 1'. To its right is a cluster of ten asterisks arranged in a circle, labeled 'Player 2'.</p>	<ol style="list-style-type: none"><li>1. In early America the game of jacks was known as five stones or jackstones. As time went on, one of the stones (the jack) was replaced by a wooden ball, then by a rubber ball. The other stones were replaced with small pointed metal pieces reminiscent of the original animal knucklebones used in ancient times.</li><li>2. Player one bounces ball and attempts to grab one jack and the ball before it bounces again. Repeat the process for 2, 3, etc. If ball is not grabbed within turn, player 2 begins. The player that</li></ol>	<ul style="list-style-type: none"><li>• Teacher observes fair play from students</li><li>• Teacher observes students learning history of jacks</li></ul>

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			ends with more jacks is the winner.	