Shine Bright 6e

File 6 We're playing basketball

How to play – Doc 2, p. 94

10 ways to... use a basketball

- 1 Dribble in place
- 2 Do some figure eights
- 3 Tap it back and forth
- 4 Pass it with a friend
- 5 Twirl it on your finger
- 6 Dribble around your back
- 7 Shoot it up and catch it
- 8 Dribble and move
- 9 Do a lay-up
- 10 Raise it up and down

Dos and don'ts, p. 95

Basketball court rules

- Only residents and their guests can use the basketball courts.
- Players mustn't stay more than 1 hour if others want to play.
- You must wear sports clothes and shoes at all times.
- You can't eat, drink or smoke on the courts.
- No skateboards, roller blades or bikes on the courts.
- No pets allowed.
- Children under the age of 12 must be with an adult.

Playing for the team, p. 98

"Thanks, Bob. Over nine thousand people are in attendance here tonight at Hinkle

Fieldhouse, and they are making some noise¹!"

"And this crowd is going wild²!"

"Let's go, bears!!!"

"Woohoo!!!"

"Judi Wilson is closing in on it. Can she get there?"

Extract from the graphic novel *Hoops* by Matt Tavares (2023).

1. bruit 2. crazy

Test your skills, p. 103

RULES FOR THE OFFENSE

When a player has the basketball there are certain rules they must follow:

- 1) The player must bounce¹, or dribble, the ball with one hand while moving both feet. [...]
- 2) The basketball player can only take one turn at dribbling. In other words, once a player has stopped dribbling they cannot start another dribble. [...]
- 3) The ball must stay in bounds². If the offensive team loses the ball out of bounds the other team gets control of the basketball.
- 4) The player's hand must be on top of the ball while dribbling.

ducksters.com/sports

1. faire rebondir 2. limites (du terrain)

Évaluation – Guide pédagogique

Kobe Bryant's 10 rules

- 1. Get better every single day
- 2. Prove them wrong
- 3. Work on your weaknesses¹
- 4. Execute what you practiced
- **5.** LEARN FROM GREATNESS
- **6.** Learn from wins & losses
- 7. Practice mindfulness²
- 8. Be ambitious
- 9. Believe in your team
- 10. Learn storytelling
- 1. faiblesses 2. pleine conscience