Login to your account

Username:

Password:

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Forgot your password?

No worries, click here to reset your password.
Welcome to your updated Whole School Whole Community Whole Child Dashboard. Above are the 10 Components of School Health. Below is your odometer showing the year-to-date points accumulated by your school.
Teacher Dashboard
Click on any WSCC control button to access lessons and resources.
Here is your full video library with a variety of albums organized into bookshelves:

• Classroom Activity
• Fitness
• Sports
• Arts
• Education
• Training Tools
• Global
Select album to access content.
There are four lessons found in this album.
Select training tools and drills based on class size and related to partner or individual skills.
Learn sport, dance, and culture from countries around the world.
Circuit Builder

Create your own PE circuit and instantaneously adjust to accommodate a large class.
Click here first.
Select a training tool.

Click on a drill and drag to any station.
Continue until all 4 stations are set.
Physical Education

Select any grade level to access classroom Brain Breaks® and global guidelines.
Select from a global library of Activity Brain Breaks.

Cricket is taught in association with students at Panjab University Chandigarh, India.
Select Cricket game to enhance sport education.

A Guide to Fielding Positions

Fielding is a crucial part of cricket and there are many areas where a fielder will be placed.

The position names can seem a little strange to the untrained eye. You can field in the slips, at guilty, at square leg or even at silly point.

When a position is described as ‘deep’ or ‘long’ as in deep mid-wicket or long off then the fielder is usually placed right out on the boundary.

Similarly a position prefixed as ‘short’ or ‘silly’, for example silly point means a fielder is placed in closer than a conventional point fielder would normally stand.
Certain components are organized into grade level content as shown here.
After selecting the appropriate grade level, find the resource you want to teach. Then access videos, games, or resources to help teach the guidelines. Each presented lesson will count as one point and accumulate on the Dashboard’s odometer.
A Drag ‘n Drop game is used to reinforce learning for a health education guideline. Click on the object and drag to the correct name.
Click on resources to access information aligned to Guidelines.
Links connect schools to evidence-based resources.
New to the Dashboard is the United Nation’s Sustainability Development Goals or UN SDGs. These 17 goals have lessons, games and resources to help assist and accelerate SDG education.
This is your SDG odometer showing the year-to-date points accumulated by your teacher.

You can always click on the Dashboard to view odometers.
1. Identify coastal and marine resources.
   - Green - Link to relevant resources

2. Name ways to conserve and protect our oceans, seas, and marine resources.
   - Orange - Lessons

3. Explain the 2030 goals for conserving and protecting our oceans, seas and marine life and resources.
   - Red - YouTube Resources
K-2nd grade SDG matching lesson
Contact info
info@hopsports.com