TITLE OF UNIT:	Get Set!		GRADES:	2-3	
DATE PI	RESENTED:	_DATE DUE:		_ LENGTH OF TIME:	Trimester
OVERVIEW OF UN	NIT:				
					ESSENTIAL QUESTIO

STANDARDS: Physical Education

1.Students will demonstrate competency in many movement forms and proficiency in a few movement forms. 2.Students will apply movement concepts and principles to the learning and development of motor skills. 3.Students will understand the implications of and the benefits derived from involvement in physical activity. 4.Students will apply physical activity-related skills and concepts to maintain a physically active lifestyle and a health-enhancing level of physical fitness.

5.Students will demonstrate responsible personal and social behavior in physical activity settings. 6.Students will understand that internal and external environments influence physical activity.

PHYSICAL EDUCATION STANDARDS: see curriculum for specific standards, e.g.

1. Competency in many movements

- Mature form 1.1.1
- Gross locomotor patterns and combination patterns 1.1.2
- Movement, e.g. locomotor, non-locomotor, directionality, levels, tempo, etc. 1.2.1
- Manipulative skills 1.3.1, 1.3.2
- Combination movement skills/lead-up activities 1.4.1
 - Dance/rhythm (Building a Foundation, Aerobic games [3], Fitness [3]))*
 - Fitness Jumping, Balance, Stunts, Tumbling, (Aerobic games [3], Fitness [3])*
 - Cooperative (Building a Foundation, Parachute, Catching and Throwing, Dance)*
 - Recreational (Manipulatives)*

2. Movement concepts and principles

- Movement vocabulary 2.1.1
- Biomechanical principles 2.2.1, 2.2.2
- Learning cues and feedback 2.3.1-2.3.2

3. Benefits from physical activity

- Physical Activity Benefits 3.1.1, 3.2.1, 3.3.3
 - o Physical
 - o Emotional
 - Social
- Self-expression 3.4.1

4. Physically active life style

- Physical fitness testing results 4.3.1
- Components of physical fitness 4.5.1
- Technologies and monitoring physical fitness 4.6.1, 4.6.2

5. Personal and social behavior

- Self-Control and space 5.1.1
- Laws, rules, procedures, and etiquette 5.2.1
- Safety 5.3.1
 - o space
 - clothing and footwear
 - equipment
- Work cooperatively and productively 5.4.1
- Open Circle 5.4.2
- On task behavior 5.5.1
- Appropriate interactions with peers in physical activity setting 5.6.1, 5.6.2, 5.6.3, 5.6.4
- Responsibility 5.7.1
- Winning and losing 5.7.2
- Inclusion of others 5.7.3

6. Internal and external environments

- Appropriate and safe areas in the community 6.1.1-6.1.2,
 6.2.1
- Media and technology 6.3.1, 6.3.2
- Promotion of physical activity 6.4.1
- Community organizations 6.5.1
- Reliable and valid resources 6.6.1, 6.6.2

ENDURING UNDERSTANDING:

PRIOR KNOWLEDGE:

□ NA

STUDENT OBJECTIVES, SKILLS and/or NEW KNOWLEDGE:

- **Competency in many movements**
 - Begins to understand that **form** in basic skills is the most efficient technique for each skill.
 - warm-up
 - skill practice
 - cool-down
 - 1.1.2 Begins to Identify and use form in some gross locomotor and some combination patterns (walk, run, hop, jump, leap, skip, gallop, slide).

Grade 2

- demonstrates basic form in the following: walking, running, hopping, jumping, leaping, skipping, galloping, and sliding Grade 3
- demonstrates basic form and competency in all of the following: walking, running, hopping, jumping, leaping, skipping, galloping, and sliding.
 - www.aahperd.org
 - www.pecentral.com
 - www.sparkpe.org
- 1.2.1 Begins to demonstrate form in basic non-locomotor skills
 - balancing
 - bending
 - bilateral movement
 - pushing and pulling
 - raising and lowering
 - stretching
 - swinging and swaying
 - twisting and turning
- 1.3.1 Begins to identify and demonstrate basic form in the following fundamental manipulative skills (Grade 2):
 - catching (one hand, two hand)
 - foot dribbling (inside, outside)
 - hand dribbling
 - rolling
 - striking
 - striking with long handle implements (pilo polo stick and bat).
 - throwing (overhand, underhand)
 - trapping
- 1.3.2 Begins to demonstrate basic form in the following fundamental manipulative skills (Grade 3):
 - catching
 - foot dribbling
 - hand dribbling
 - rolling
 - striking with long handle implements (pilo polo stick and bat).
 - throwing
 - trapping
- 1.4.1 Begins to form fundamental combinations of movement skills (e.g. run and jump, strike and run). Lead-up activities and games:
 - Dance/rhythm, e.g.: creative movement, introductory line dancing, four wall dancing, folk dance, aerobic dance, scarf juggling, cup stacking, ribbon (2)
 - hopping/jumping 0
 - leaping/tapping 0
 - lifting/placing
 - stepping/touching 0 stepping/turning
 - tossing/catching
 - Fitness, e.g.: introductory personal fitness, yoga, aerobics, jumping rope, relay races (3), Chinese jump rope (3), balance (3), circuit training, balance/stunt/ tumbling (2), track and field (2), circuit training
 - iumping/twisting
 - pulling/holding
 - running/pivoting 0
 - sitting/reaching

- stretching/balancing
- turning/jumping 0
- Cooperative, e.g.: introductory team building activities, parachute
 - balancing
 - bending/stretching
 - pushing and pulling 0
 - raising and lowering
 - twisting and turning
- Recreational, e.g.: introductory backyard games (e.g. tag, SPUD, kick the can, monkey in the middle (2)
 - running/dodging
 - reaching/catching
 - running/stopping 0
 - stepping/kicking 0
 - stepping/throwing 0
 - touching/turning

Movement concepts and principles

2.1.1. Begins to identify and demonstrate the application of movement vocabulary to the physical education setting balance, e.g.

• angle of an object • levels • balance (static

and dynamic)

base of support

center of gravity

• follow-through

direction

• endurance

flexibility

flow

• force

- locomotor
- - non-locomotor pathway

 - physical fitness
 - position
 - posture
 - right and left
- space
- rhythm
- speed
- strategy (game or team)
- strategy (game or team)
- strength
- tempo
- time
- · transfer of body
 - weight
- 2.2.1 Begins to apply the following biomechanical principles:
 - angle of an object
 - balance
 - base of support
 - center of gravity
 - follow-through
 - force
 - right and left
 - speed
 - squaring to the target
 - transfer of body weight
 - www.healthychildren.org (American Academy of Pediatrics)
 - www.teachpe.com (physical education teaching resources)
- 2.2.2 Begins to understand the application of biomechanical principles in some of the following categories:
 - Dance/rhythm, e.g.: creative movement, introductory line dancing, four wall dancing, folk dance, aerobic dance, scarf juggling, cup stacking, ribbon (2)
 - Fitness, e.g.: introductory personal fitness, yoga, aerobics, jumping rope, relay races (3), Chinese jump rope (3), balance (3), circuit training, balance/stunt/ tumbling (2), track and field (2), circuit training
 - Cooperative, e.g.: introductory team building activities, parachute
 - Recreational, e.g.: introductory backyard games (e.g. tag, SPUD, kick the can, monkey in the middle (2)
 - www.everdaype.org
 - www.pecentral.com
 - www.peuniverse.com (Physical Education sharing ideas)
 - www.teambuilding activities.com
- Begins to identify some of the critical elements of a variety of movement forms to help provide feedback to self and others. Grade 2
 - ready position (territory/field, net/wall, individual, fitness)

- follow-through (territory/field, net/wall, individual, fitness)
- body action, space, time, energy (territory/field, net/wall, individual, fitness)

Grade 3

- ready position (territory/field, net/wall, individual, fitness,)
- preparation (territory/field, net/wall, individual, fitness)
- point of contact (team/field, net/wall, individual, fitness)
- follow-through (territory/field, net/wall, individual, fitness)
- body action, space, time, energy (territory/field, net/wall, individual, fitness)

3. Benefits from physical activity

- 3.1.1 Begins to recognize how regular physical activity improves personal health.
 - increase health benefits
 - controls weight
 - o improves bone strength
 - o improves muscular strength and endurance
 - o improves sleep patterns
 - increases energy
 - reduces body fat
 - o reduces stress
 - disease prevention
 - o cardiovascular health
 - o chronic illness
 - diabetes
 - o increases immune system function
 - obesity
 - www.heart.org
 - www.kidshealth.org
 - www.myplate.org
 - www.shapeupri.org
- 3.2.1 Begins to identify how regular participation in physical activity improves emotional health.
 - increases
 - o acceptance
 - o positive attitude
 - o self-esteem
 - o self-image and confidence
 - reduces
 - o negative peer pressure
 - stress
 - anxiety
 - www.cdc.gov
 - www.heart.org
 - www.kidshealth.org
- 3.4.1 Uses physical activity such as:
 - Dance/rhythm
 - Fitness
 - Cooperative
 - Recreational
 - as a means of self-expression.

4. Physically active life style

- 4.3.1 Begins to understand how physical fitness testing results (e.g., pre/post test, assessments, charts) relate to their ability to perform various activities involving
 - pacer aerobic capacity/cardiovascular endurance
 - agility run
 - push-up
 - curl-up
 - pull-up
 - sit and reach
- www.fitnessgram.net

- 4.5.1 Identifies several physical activities related to each component of health-related physical fitness to improve **skills** and **health** by participating in some of the following activities, e.g.
 - aerobic capacity/cardiovascular endurance
 - bike riding
 - dancing
 - o ice skating
 - jogging
 - o jumping rope
 - o roller blading
 - o running
 - skateboarding
 - skipping
 - swimming
 - walking
 - muscular strength and endurance
 - o chin-ups
 - o pull-ups
 - o push-ups
 - o sit-ups
 - flexibility
 - dynamic stretching
 - static stretching
 - yoga
- www.24hourfitness.com (fitness planning)
- www.aahperd.org (National Physical Education Organization)
- www.nfl.com/play60 (children playing 60 minutes per day)
- www.shapeupri.org (where to go in RI for physical activity, hiking, biking, rock climbing)
- 4.6.1 Begins to identify how various technologies can assist in the development of a fitness plan, e.g.
 - web-based programs
 - pedometers
 - physical activity log.
 - www.heartratemonitorzone.net
- 4.6.2 Monitors physical activity and intensity levels using **technology**, e.g.
 - pedometers
- www.fitnessgram.net
- www.healthychildren.org (American Academy of Pediatrics)
- www.heartratemonitorzone.net
- www.letsmoveinschool.org
- 5. Personal and social behavior
 - 5.1.1 Demonstrate an understanding of personal and general space by using self-control in all activities, e.g.
 - applying safe practices, e.g. proper attire to allow for uninhibited movement
 - rules and procedures (classroom management plan)
 - proper, intended, and safe equipment use.
 - www.pecentral.com
 - 5.2.1 Adheres to all rules and procedures.
 - 5.2.2 Follows activity-specific laws, rules, procedures, and etiquette for:
 - Dance
 - Fitness
 - Cooperative
 - Recreational
- www.pbis.org (Positive Behavioral Intervention and Support)
- www.sparkpe.org
- 5.3.1 Begins to demonstrate the ability to be safe in all movement activities.
 - · body awareness
 - respect for self and other

- safe and appropriate clothing and footwear
- safe and appropriate use of equipment
- self- control
- spatial awareness
 - www.opencircle.org
 - www.kidshealth.org
- 5.4.1 Begins to works **cooperatively** and **productively** with a partner and/or a group to achieve a set goal.
 - www.opencircle.org
 - www.kidshealth.org
- 5.4.2 Begins to demonstrate respectful behavior, verbally and non-verbally with peers and teachers to achieve a set goal.
 - www.opencircle.org
 - www.kidshealth.org
- 5.4.3 Begins to apply the principles of *Open Circle™* in the PE setting
 - Non-negotiable rules
 - www.opencircle.org
- 5.5.1 Demonstrates the ability to work independently and on task for developmentally appropriate periods of time (3-7 minutes).
 - www.sparkpe.org
 - www.opencircle.org
- 5.6.1 Identify and demonstrates appropriate ways to resolve conflicts safely.
- 5.6.2 Demonstrates respect for others in positive and negative game situations
 - www.opencircle.org
 - www.pbis.org
- 5.6.3 Applies a **conflict resolution process**, for example from *Great Body Shop™* when confronted with a behavior choice:
 - define the conflict
 - agree to solve the problem
 - exchange reasons for opinions
 - revise opinions
 - brainstorm solutions
 - determine the best solution.
- 5.6.4 Applies the school-wide **conflict resolution process,** *Open Circle™* when confronted with a behavior choice:
- 5.7.1 Begins to accepts responsibility for one's own action without blaming others.
- 5.7.2 Begins to respond to winning and losing with dignity and respect.
- 5.7.3 Begins to include others in physical activities and respects individual differences in skill levels.
 - www.aahperd.org
 - www.pbis.org (Positive Behavioral Intervention and Support)
 - www.riahperd.org
 - www.ride.ri.gov

6. Internal and external environments

- 6.1.1 Begins to identify appropriate and safe areas within the community to participate in physical activity.
- 6.1.2 Begins to identify various safe locations that are intended for recreation and play e.g.
 - beaches
 - bike paths
 - Boys and Girls Clubs (Woonsocket)
 - gymnasiums
 - health centers
 - parks
 - playgrounds
 - Park and Recreation Department
 - recreational centers e.g., batting cages
 - school grounds
 - Slatersville Reservoir

- track/turf
- Wide World of Indoor Sports
- Wide World of Indoor Sports
- YMCA/YWCA (Woonsocket, Lincoln)
 - www.aahperd.org
 - www.nsmithfieldri.org
 - www.riahperd.org
 - www.shapeupri.org
 - www.woonymca.org
- 6.2.1 Begins to identify physical activities that can be performed in a variety of settings, e.g.
 - Interscholastic
 - Intramural
 - Recreational
 - elite (e.g. AAU, development team)
 - college/university camps
 - private/independent
 - www.aahperd.org
 - www.nsmithfieldri.org
 - www.riahperd.org
 - www.shapeupri.org
 - www.woonymca.org
- 6.3.1 Begins to describe how different forms of media and technology can impact one's level and type of physical activity, e.g.
 - DVDs exercise programs
 - equipment –bicycle
 - games Wii Fitness, X-Box Kinect
 - Internet on-line fitness programs
 - i-Pod, MP-3 music, motivation
 - media- health related articles, health reports
 - monitors –pedometers
 - T.V. programming.
- 6.3.2 Begins to recognize that media and technology can have positive and negative influences.
 - www.aahperd.org
 - www.nsmithfieldri.org
 - www.pecentral.com
 - www.riahperd.org
 - www.woonymca.org
- 6.4.1 Begins to identify healthy ways to promote physical activity with peers through
 - challenging experiences
 - inclusion (inviting others to participate)
 - modeling (activities inside and outside of the school)
 - positive reinforcement.
 - www.everdaype.org
 - www.fitness.gov
 - www.letsmoveinschool.org
 - www.nsmithfieldri.org
 - www.woonymca.org
- 6.5.1 Begins to identify youth organizations in the community that offer physical activity programs e.g.,
 - YMCA/YWCA
 - Recreation departments
 - School enrichment activities (basketball instruction, yoga).
 - www.nsmithfieldri.org
 - www.riahperd.org
 - www.woonymca.org
- 6.6.1 Begins to use a variety of resources to select physical activity information that is reliable and valid.

6.6.2 Begins to use physical activity information from:

- classroom teachers
- coach
- counselors
- health teacher
- internet sources
- library
- parents
- peers
- · physical education teacher
- print sources
- school nurse
- T.V. media
- www.aahperd.org
- www.kidshealth.org
- www.letsmoveinschool.org

ACTIVITIES, PRODUCTS, PERFORMANCE, and ASSESSMENTS: see curriculum introduction

- Activity logs collection of scores
- Anecdotal records
- Checklists
- Conferencing
- Exhibits
- Fitnessgram (Pacer Test)
- Interviews
 - Student to student
 - Teacher to student
- Student to third party Collaboration interpersonal
- Journals (words or pictures)
- Multiple Intelligences assessments, e.g. Role playing - bodily kinesthetic, visual representation, oral presentations
- Questions and answers
- Technology (pedometers)
- Think-alouds

HIGHER ORDER THINKING SKILLS: Web's Depth of Knowledge 2 - 4 or Bloom's Taxonomy

Web's Depth of Knowledge

- skill/conceptual understanding
- strategic reasoning
- extended reasoning

Bloom's Taxonomy

- apply
- analyze
- synthesize/create
- evaluate

ADDITIONAL RESOURCES: see curriculum for specifics

- Sparks Program including visuals etc.
- Sports equipment for:
 - Balls (variety of playground, e.g. soft balls, geometric, jelly, yarn ball, vinyl ball, critters)
 - o Bean bag
 - o Bowling, soft and small
 - Dance
 - Fitness Mats
 - Fitness testing
 - o Flag football, soft
 - o Foam dice
 - o Hula Hoops
 - o Parachute
 - Polyspot
 - Rings (small and large)
- CD player and CDs
- Fitnessgram™ CD

www.americanheart.org

www.enchantedlearning.com

www.everdaype.org

www.fitnessgram.net

www.kidsdictionary.com

www.kidshealth.org

www.nsmithfieldri.org

 $\underline{www.opencircle.orgwww.pecentral.com}$

www.peuniverse.com (Physical Education sharing ideas)

www.shapeupri.org www.sparkpe.org

www.teachpe.com (physical education teaching resources)

www.woonymca.org

VOCABULARY

- balance
 - bending
 - catching/throwing
 - chasing/fleeing
 - clothing and footwear
- jump
- leading
- leap
- left
- levels

- side ways
- skill practice
- skip
- slide
- slow

 cool-down curvy directionality down endurance (heart power) fast 	 locomotor low marching medium mirroring muscular strength (push, 	 stepping/striking stopping straight stretching striking swaying
 follow through following forward/backward freeze gallop good performances grabbing hand eye coordination high hop jogging 	 pathways personal and general space (life saver space) pulling release respect others right rising run safe use of equipment shaking 	 throwing turning twisting up walk warm-up working together zigzag

LESSON PLAN for UNIT					
LESSONS					
□ <u>Lesson # 1</u> Summary:					
□ <u>Lesson #2</u> Summary:					
□ <u>Lesson #3</u> Summary:					
OBJECTIVES for LESSON #					
□ Materials/Resources:					
□ Procedures:					

Lead -in

Step by step

	• Closure
	Instructional strategies: see curriculum introduction
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	Assessments: see curriculum introduction o Formative
	o Summative