TITLE OF UNIT:	Finish Line		GRADES:	K-1	
DATE PR	ESENTED:	_DATE DUE:	L	ENGTH OF TIME:	Trimester
OVERVIEW OF UN	IT:				

ESSENTIAL QUESTION

What are the foundations of movement?

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. (CUT AND PASTE FROM MAP)

1. Competency in many movements

- Mature form 1.1.1
- Gross locomotor patterns 1.1.2
- Movement, e.g. locomotor, non-locomotor, directionality, levels, tempo, etc. 1.2.1
- Combination movement patterns 1.4.1
 - Net (Dribbling, Volleying, Striking*
 - Territory/field sport (Dribbling, Volleying, Striking* Kicking and Trapping,* Catching and Throwing*)
 - Striking (Dribbling, Volleying, Striking*)
 - Cooperative (Games*)
 - Recreational (Games*)

2. Movement concepts and principles

- Movement vocabulary 2.1.1
- Movement cues 2.2.1

3. Benefits from physical activity

- Physical Activity Benefits 3.1.1
- Movement patterns 3.2.1

4. Physically active life style

- Identify physical activity 4.3.1
 - aerobic capacity/cardiovascular endurance (heart power)
 - muscular strength and endurance (push, pull, lift)
 - o flexibility (How far can I stretch?)
 - stretching

5. Personal and social behavior

- Self-Control and space 5.1.1
- Laws, rules, procedures, and etiquette 5.2.1
- Safety 5.3.1
 - Space
 - Clothing and footwear
 - o 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

6. Internal and external environments

- Appropriate and safe areas in the community 6.1.1-6.1.2,
 6.2.1
- Youth organizations in the community 6.3.1, 6.3.2, 6.5.1
- Valid sources for information 6.4.1, 6.6.1

ENDURING UNDERSTANDING:

- Demonstrate awareness of personal and general space.
- Begins to demonstrate locomotor and non-locomotor skills.
- Know how to safely participate in large group activities.
- Begins to demonstrate the importance of endurance, strength, and flexibility.

PRIOR KNOWLEDGE:

□ NA

STUDENT OBJECTIVES, SKILLS and/or NEW KNOWLEDGE:

1. Competency in many movements

- 1.1.1 Becomes aware that **form** in basic skills is the most efficient technique for each skill.
 - skill practice

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		ide 	
	•	ralk	
1.2.1	Begins	demonstrate awareness of movement by showing form in the following skills.	
		 locomotor 	
		o gallop	
		o hop	
		o jump	
		o leap	
		o run	
		o skip	
		o slide	
		o walk	
	•	on-locomotor	
	•	o bending	
		o pushing and pulling	
		o rising	
		o twisting	
		o turning	
		o shaking	
		stretching	
		o swinging	
		o swaying	
	•	irectionality e.g.	
		o up	
		o down	
		o right	
		o left	
		o side ways	
		o forward/back	
		o following	
		o leading	
		o mirroring	
		vels	
	-	o low	
		o medium	
	_	o high	
	•	athways o straight	
		o curvy	
		o zigzag	
		alance	
		ersonal and general space	
		sising and lowering	
	•	empo	
		o slow,	
		o medium	
		o fast	

1.1.2 Begins identifying and using mature form in some gross motor patterns

- 1.4.1 Begins to show initial form in combination movement patterns:
 - Net, e.g.: exploratory volleyball, badminton, tennis
 - o catching/throwing
 - o hand eye coordination
 - o reaching/catching
 - o running/grabbing
 - o running/striking
 - o stepping/striking

Territory/field sport, e.g.: exploratory soccer, basketball, flag football, floor hockey running/tagging 0 running/fleeing 0 0 turning/twisting running/stopping 0 running/throwing 0 Striking, e.g.: exploratory whiffle T-ball, kick/ handball, bowling, mini golf reaching/striking standing/striking 0 walking/kicking 0 walking/striking Cooperative, e.g.: exploratory team building activities, parachute chasing/fleeing 0 lifting/pulling 0 lifting/turning 0 reaching/pulling 0 Recreational, e.g.: exploratory backyard games (e.g. tag, SPUD, kick the can, monkey in the middle 0 running/stopping stepping/twisting 0 grabbing/dodging 0 stepping/striking 0 reaching/twisting Movement concepts and principles 2.1.1 Recognize movement vocabulary as it applies to motor skill development. locomotor o gallop o hop o jump leap 0 run 0 skip 0 o slide o walk non-locomotor o bending pushing and pulling 0 rising 0 0 twisting turning 0 o shaking o stretching swinging swaying directionality e.g. o up o down o right left o side ways forward/back 0 following leading 0 mirroring 0 levels low medium 0 o high pathways o straight curvy

zigzag balance

6/14/2014

personal and general space raising and lowering

3

North Smithfield School Department

- tempo
 - o slow,
 - o medium
 - o fast
- 2.2.1 Listen to movement cues and respond appropriately through movement, e.g.
 - balance
 - · follow through
 - opposite
 - pathway
 - release
 - stretch

3. Benefits from physical activity

- 3.1.1 Begins to identify how physical activity improves health, e.g.
 - increase health benefits
 - o controls weight
 - o improves bone strength
 - o improves muscular strength and endurance
 - o improves sleep patterns
 - increases energy
 - o reduces body fat
 - disease prevention
 - o cardiovascular health
 - o increases immune system function
 - obesity
- 3.2.1 Creatively explores movement patterns through introductory sport activities.
 - Net, e.g.: exploratory volleyball, badminton, tennis
 - Territory/field sport, e.g.: exploratory soccer, basketball, flag football, floor hockey
 - Striking, e.g.: exploratory whiffle T-ball, kick/ handball, bowling, mini golf
 - Cooperative, e.g.: exploratory team building activities, parachute
 - Recreational, e.g.: exploratory backyard games (e.g. tag, SPUD, kick the can, monkey in the middle

4. Physically active life style

- 4.1.1 Participates in Fitnessgram Test (Pacer Test) to assess
 - aerobic endurance
 - agility
 - flexibility
 - muscular strength and endurance
 - speed
 - www.fitnessgram.net
- 4.2.1 Begins to recognize components of health-related physical fitness testing:
 - specificity (What am I doing?) type of exercises that increase fitness in each of the five specific areas
 - o aerobic capacity (heart power)
 - o muscular endurance/muscular strength (push, pull, lift)
 - o flexibility (How far can I stretch?)
 - o agility (How smoothly/quickly can I change directions?)
 - o speed
 - progression (How far can I go and how much can I do?) gradual increase in
 - o intensity (How hard is it?)
 - o time (How much time did it take?)
 - www.fitnessgram.net
- 4.3.1 Begins to identify physical activity in which participation enhances physical personal health.
 - aerobic capacity/cardiovascular endurance (heart power)
 - o bike riding
 - o dancing
 - o ice skating
 - jogging
 - o jumping rope

- o roller blading
- o running
- skateboarding
- o swimming
- o walking
- muscular strength and endurance (push, pull lift)
 - o push-ups
 - o curl-ups
 - o chin-ups
- **flexibility** (How far can I stretch?)
 - o stretching (warm-up/cool-down)

5. Personal and social behavior

- 5.1.1 Exhibits self-control with regard to personal and general space.
 - applying safe practices, e.g. proper attire to allow for uninhibited movement
 - rules and procedures (Open Circle)
 - proper, intended, and safe equipment use.
- 5.2.1 Follows activity-specific laws, rules, procedures, and etiquette for:
 - Dance/rhythm
 - Fitness
 - Recreational
- 5.3.1 Begins to demonstrate ways to be safe in large group movement activity settings.
 - Awareness of body in personal and general space (life saver space)
 - Proper clothing and footwear
 - Safe use of equipment
- 5.4.1 Begins to work cooperatively and productively with a partner and/or a group to accomplish a set goal
 - begins to identify how working together helps reach a set goal.
 - begins to demonstrate how to respect others in competitive and cooperative settings.
 - begins to demonstrate how to identify good performances of others.
 - begins to demonstrate the ability to make safe choices
 - appropriate periods of time (1-4)
- 5.4.2 Begins to apply the principles of **Open Circle** in the PE setting
 - Non-negotiable rules
 - o www.opencircle.org
- 5.5.1 Begins to demonstrate behavior that is independent and on task for developmentally appropriate periods of time (1-4 minutes).
- 5.6.1 Understands and uses appropriate interactions with peers in the physical education setting.
 - begins to interact appropriately with peers by
 - o accepting responsibility for one's own actions
 - o including others of different skill levels

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
 - YMCA/YWCA (Woonsocket, Lincoln, Smithfield)

- 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
- 6.3.1 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, mileage club).
- 6.3.2 Begins to recognize resources in the community:
 - Boys and Girls Clubs.
 - community recreation programs
 - extracurricular clubs
 - inter-scholastic teams
 - YMCA
- 6.4.1 Begins to identify a variety of valid sources to find information about physical activity, e.g.
 - classroom teachers
 - coach
 - guidance counselors
 - internet sources
 - library
 - parents
 - peers
 - · physical education/health teacher
 - principal
 - print sources
 - school nurse/teacher
 - T.V. media
- 6.5.1 Begins to identify youth organizations in the community that offer physical activity programs , e.g.
 - Boys and Girls Clubs.
 - community recreation programs
 - extracurricular clubs
 - inter-scholastic teams
 - YMCA
- 6.6.1 Uses physical activity information from:
 - classroom teachers
 - coach
 - guidance counselors
 - internet sources
 - library
 - parents
 - peers
 - physical education/health teacher
 - principal
 - print sources
 - school nurse/teacher
 - T.V. media

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
 - o Dance
 - Fitness Mats
 - o Fitness testing
 - o Flag football, soft
 - 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

www.opencircle.orgwww.pecentral.com

www.peuniverse.com (Physical Education sharing ideas)

www.shapeupri.org

www.teachpe.com (physical education teaching resources)

www.woonymca.org

VOCABULARY

- balance
- bendingcatching/throwing
- chasing/fleeing
- clothing and footwear
- cool-down
- curvy
- directionality
- dowr
- endurance (heart power)
- fast
- fleeing
- flexibility (How far can I stretch?)
- follow through
- following
- forward/backward
- freeze
- gallop
- good performances
- grabbing
- hand eye coordination
- high
- hop
- jogging

- jump
- leading
- leap
- leftlevels
- locomotor
- low
- marching
- medium
- mirroring
- muscular strength (push,
- pull, lift)
- non-locomotor
- opposite
- pathways
- personal and general space (life saver space)
- pulling
- release
- respect others
- right
- rising
- run
- safe use of equipment
- shaking

- side ways
- skill practice
- skip
- slide
- slow
- stepping/striking
- stopping
- stoppingstraight
- stretching
- striking
- swaying
- swinging
- tagging
- tempo
- throwing
- turning
- turning
- twisting
- up
- walk
- warm-up
- working together
- zigzag

	LESSON PLAN for UNIT			
LESSONS				
	Lesson # 1 Summary:			
	Lesson #2 Summary:			
	Lesson #3 Summary:			
OBJEC	TIVES for LESSON #			
	Materials/Resources:			
	Procedures:			
	• Lead –in			
	Step by step			
	• Closure			
	Instructional strategies: see curriculum introduction			
	Assessments: see curriculum introduction o Formative			
	o Summative			