NORTH
SMITHFIELD
SCHOOL
DEPARTMENT

PHYSICAL EDUCATION CURRICULUM GRADES 2-3

Curriculum Writers: Nancy Crowell and Ariana Stanton

he North Smithfield School Department Physical Education Curriculum for grades K-12 was completed in December 2013 by a team of K-12 teachers. The team, identified as the Health and Physical Education Curriculum Writers referenced extensive resources to design the document that included but are not limited to:

- Best Practice, New Standards for Teaching and Learning in America's Schools
- Classroom Instruction That Works
- Common Core Maps
- Common Core State Standards for English Language Arts and Literacy in History/Social Studies, Science and Technical Subjects
- Differentiated Instructional Strategies
- Educational websites
- Formative Assessment and Standards-Based Grading, Classroom Strategies That Work, Marzano
- The Rhode Island Physical Education Framework
- · Webb's Depth of Knowledge

Mission Statement

The North Smithfield School Department is committed to engaging and challenging all students in a rigorous K-12 Physical Education curriculum. It is driven by research-based best practice instruction and assessment in order to develop physically educated individuals through the integration of movement concepts, responsibility, and achievement of life-long physical fitness.

The K-12 Physical Education Curriculum identifies what all students should know and be able to do in physical education. Each grade or course includes *The Rhode Island Physical Education Framework,* and the *Common Core State Standards for Literacy in History/Social Studies, Science and Technical Subjects,* research-based instructional strategies, resources, map (or suggested timeline), rubrics, and checklists.

The curriculum provides learners with a sequential comprehensive education through the study of Physical Education from The Rhode Island Physical Education Framework that include:

- Movement forms
- Motor skills
- · Benefits of physical activity
- Physically active life styles
- Responsible personal and social behavior
- Internal and external environments that influence physical activity

STANDARDS FOR PHYSICAL EDUCATION

• Define content standards— what students should know and be able to do in Physical Education.

RESEARCH-BASED INSTRUCTIONAL STRATEGIES

The curriculum provides a list of research-based best practice instructional strategies that the teacher may model and/or facilitate, e.g.

- Employs strategies of "best practice" (student-centered, experiential, holistic, authentic, expressive, reflective, social, collaborative, democratic, cognitive, developmental, constructivist/heuristic, and challenging).
- Uses Classroom Instruction That Works Strategies:
 - Setting objectives and providing feedback
 - Reinforcing effort and providing recognition
 - Cooperative learning
 - Cues, questions, and advance organizers
 - Nonlinguistic representations
 - Summarizing and note taking
 - Assigning homework and providing practice
 - Identifying similarities and differences

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- Generating and testing hypotheses
- Provide opportunities for independent, partner and collaborative group work
- Facilitates the integration of Applied Learning Standards (problem solving, communication, critical thinking, research, reflection/evaluation.
- Differentiates instruction by varying the content, process, and product and implementing
- Analyzes formative assessment to direct instruction.
- Provides exemplars and rubrics.
- Addresses multiple intelligences and brain dominance (spatial, bodily kinesthetic, musical, linguistic, intrapersonal, interpersonal, mathematical/logical, and naturalist).
- Models the use of **graphic organizers**: sequence organizers (chains, cycle), concept development (mind map), compare/contrast organizers (Venn diagrams, comparison charts), organizers (word web, concept map), evaluation organizers (charts, scales), categorize/classify organizers (categories, tree) relational organizers (fish bone, pie chart).
- Employs Physical Education best practices e.g.,
 - Provides clear expectations for student learning
 - Organizes pairs, groups, and teams
 - Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives
 - Uses a variety of direct and indirect teaching styles
 - o Allows students guided choices
 - o Emphasizes critical thinking and problem-solving tactics
 - Demonstrates enthusiasm for an active, healthy lifestyle
 - Provides for appropriate practice

COMMON and SUGGESTED ASSESSMENTS

The North Smithfield School Department Physical Education Curriculum includes common and suggested assessments. Required (red ink) indicates the assessment is required of all students e.g. common asks/performance- based tasks, standardized mid-term exam, standardized final exam.

- REQUIRED COMMON ASSESSMENTS
- Common Instructional Assessments (I) used by teachers and students during instruction
- Common Formative Assessments (F) used to measure how well students are mastering the content standards <u>before</u> taking assessments
 - teacher and student use to make decisions about what actions to take to promote further learning
 - o on-going, dynamic process that involves far more frequent testing
 - serves as a practice for students
- Common Summative Assessment (S) used to measure the level of student, school, or program success
 - make some sort of judgment, e.g. what grade
 - program effectiveness
 - o e.g. state assessments (AYP), mid-year and final exams
- Additional assessments may include:
- Activity logs/journals
- Anecdotal records
- Exhibits
- High-five
- Interviews
 - Student to student
 - Teacher to student
- Collaboration interpersonal

- Graphic organizers, e.g. KWL
- Multiple Intelligences assessments, e.g. Role playing - bodily kinesthetic
- Oral presentations
- Problem/Performance based/common tasks
- Round Robin
- Rubrics/checklists
- Tests and quizzes

- Technology (Photo-story, Power Point, etc.)
- Think-alouds
- Self-assessment
- Self and peer evaluation
- Skill assessment
- Technology
- Written responses

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RESOURCES

Supplementary books/materials

- Appropriate Instructional Practice Guidelines for Middle School Physical Education
- <u>Fitnessgram/Activitygram</u> Test Administration Manual 4th Edition
- Guidelines for Physical Education Programs_2nd edition
- Moving into the Future National Standards for Physical Education, 2nd Edition
- Opportunity to Learn Guidelines for Middle School Physical Education, NASPE
- P.E. Teacher's Skill by Skill
- Physical Best Activity Guide, NASPE
- Shape-up Rhode Island
- SPARK Physical Education
- Success Oriented P.E. Activities for Secondary Students
 - Supporting Physically Active Lifestyles through Quality Physical Education (RIDE)
- The Rhode Island Physical Education Framework

Technology

- · CDs, tapes
- Computer lab
- I-pads
- · LCD projector/ laptop
- Elmo
- VCR/DVD
- Internet
- Pedometers
- Smart Board™

Materials

- Clipboards
- DVDs
- Easel paper
- Easels
- Markers
- Poster boards
- Stopwatches

Web sites

- www.24hourfitness.com (fitness planning)
- www.aahperd.org (National Physical Education Organization)

- www.aahperd.org (National Physical Education Organization)
- www.acefitness.org (fitness workouts)
- www.cdc.gov
- www.education.com (academic benefits, e.g. improve scores)
- www.enchantedlearning.com
- www.everdaype.org
- www.fitness.gov
- · www.fitnessgram.net
- www.healthychildren.org (American Academy of Pediatrics)
- www.heart.org
- www.heartratemonitorzone.net
- www.kidsdictionary.com
- www.kidshealth.org
- · www.letsmoveinschool.org
- www.myfitnessplan.com
- www.myplate.org
- www.nfl.com/play60 (children playing 60 minutes per day)
- www.nsmithfieldri.org
- · www.opencircle.org
- www.pbis.org (Positive Behavioral Intervention and Support)
- www.pecentral.com
- www.peuniverse.com (Physical Education sharing ideas)
- www.riahperd.org
- www.ride.ri.gov
- www.shapeupri.org (where to go in RI for physical activity, hiking, biking, rock climbing)
- www.sparkpe.org
- www.teachpe.com (physical education teaching resources)
- www.teambuilding activities.com
- www.woonymca.org

Sports equipment for:

- o Badminton
- o Basketball
- Bowling
- Chinese jump ropes
- Cup stacking
- o Dance

- Fitness testing
- o Flag football
- Floor Hockey
- Golf
- Jump rope
- Kick Ball
- Parachute
- Recreational games
- Scarf juggling
- Soccer
- Volleyball
- o Whiffle Ball

School/Community

- School nurse
- Boys And Girls Clubs (Woonsocket)
- Gymnasiums
- Health Centers
- Parks
- Playgrounds
- Recreation Department
- Recreational Centers e.g., batting cages
- · School Grounds
- Slatersville Reservoir
- Track/Turf
- YMCA/YWCA (Woonsocket, Lincoln)

Spark PE

- Building a Foundation
- Parachute
- Catching and Throwing
- Manipulatives
- Balance, Stunts and Tumbling
- Jumping
- · Kicking and trapping
- Dribbling, volleying, striking
- Dance
- Games
- Aerobic games (3)
- Fitness (3)
- Football (3)
- Basketball (3)
- Softball (3)
- Soccer (3)
- Volley ball (3)

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
1. Students will demonstrate competency in many movement forms and proficiency in a few movement forms. 1.1 Use mature form in combination gross locomotor patterns (skip, gallop, slide).		1.1.1 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 • www.aahperd.org • www.pecentral.com • www.sparkpe.org . 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.pecentral.com • www.sparkpe.org	See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams • Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives • Uses a variety of direct and indirect teaching styles • Allows students guided choices • Emphasizes critical thinking and problem-solving tactics • Demonstrates enthusiasm for an active, healthy lifestyle • Provides for appropriate practice	RESOURCE NOTES See resources in the introduction Supplementary books/materials • American Heart Association • Dynamic Physical Education for Elementary School Children, Ninth Edition, Victor Dauer and Robert Pangrazi • Education, NASPE • Elementary P.E. Teachers Survival Guide, Jeff Carpenter and Diane Tunnell • Fitnessgram/Activitygram Test Administration Manual 4 th Edition • Games, Jessie H. BanCroft • Guidelines for Physical Education Programs, 2 th edition • Moving into the Future National Standards for Physical Education 2 th Edition • New Games and Activities for the Elementary Physical Education Class, Kenneth Tillman, Patricia Rizzo Toner • P.E. Teachers' Skill by Skill Activities Program, Success-Oriented Sports Experiences for Grades K-8, L. F. "Bud" turner and Susan Lilliman Turner • Physical Best Activity Guide, Elementary Level, AAHPERD • Physical Best Activity Guide, Itness, AAHPERD • Physical Education for Lifelong Fitness, AAHPERD • Physical Education Gor Teaching Tennis • Ready-to-Use P.E. Activities for grades K-2, Joanne Landy and Maxwell Landy • Shape-up Rhode Island • SPARK Physical Education • Teaching for Outcomes in Elementary Physical Education, A	See assessments in the introduction REQUIRED • Common units • Common unit assessments SUGGESTED Activity log Anecdotal records Fitnessgram™ High-five Interviews Oral Performance-based tasks Round Robin Rubrics/checklists Self-assessment Self and peer evaluation Skill assessment Technology

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
				Guide for Curriculum and Assessment, Christine Hopple The Physical Best Teacher's Guide, AAHPERD The Rhode Island Physical Education Framework What are we Doing in Gym Today? Kenneth Tillman, Patricia Rizzo Toner You'll Never Guess What We Did in Gym today? Kenneth Tillman and Patricia Rizzo Toner Technology CD player CDs, tapes Internet I-pad (TBD) LCD projector/ laptop Pedometers VCR/DVD	Written responses
				Web sites See introduction www.aahperd.org www.pecentral.com www.sparkpe.org. www.sparkpe.org.	
				Materials Clipboards DVDs Easel paper Easels Markers Poster boards	
				Stopwatches Sports equipment for: Badminton, soft Basketball, small Bowling, soft and small Chinese jump ropes Cup stacking Dance Fitness testing Flag football, soft Floor Hockey, soft and small Golf, mini, rubber Jump rope	

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
Students will		The student	TEACHER NOTES	Kick Ball, soft Parachute Recreational games Scarf juggling Soccer, soft Volleyball, soft Whiffe Ball , wide and plastic, tee, soft ball Student white boards White board markers and erasers School/Community See introduction	ASSESSMENT NOTES
1. Students will demonstrate competency in many movement forms and proficiency in a few movement forms. 1.2 Master non-locomotor skills (body, space, time, effort, relationship).		The student 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	See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams • Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives • Uses a variety of direct and indirect teaching styles • Allows students guided choices • Emphasizes critical thinking and problem-solving tactics • Demonstrates enthusiasm for an active, healthy lifestyle • Provides for appropriate practice	See resources in the introduction Web sites See introduction Www.sparkpe.org Spark PE 1. Building a Foundation 2. Parachute 3. Catching and Throwing 4. Manipulatives 5. Balance, Stunts and Tumbling 6. Jumping 7. Kicking and trapping 8. Dribbling, volleying, striking 9. Dance 10. Games 11. Aerobic games (3) 12. Fitness (3) 13. Football (3) 14. Basketball (3) 15. Softball (3) 16. Soccer (3) 17. Volley ball (3)	See assessments in the introduction REQUIRED • Common units • Common unit assessments SUGGESTED Activity log Anecdotal records Fitnessgram™ High-five Interviews Oral Performance-based tasks Round Robin

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
					Rubrics/checklists Self-assessment
					Self and peer evaluation Skill assessment
					Technology
					Written responses
1. Students will demonstrate competency in many movement forms and proficiency in a few movement forms. 1.3 Use basic form in fundamental manipulative skills (e.g., throw, catch, strike, dribble).		The student 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	See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams • Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives • Uses a variety of direct and indirect teaching styles • Allows students guided choices • Emphasizes critical thinking and problem-solving tactics • Demonstrates enthusiasm for an active, healthy lifestyle • Provides for appropriate practice	RESOURCE NOTES See resources in the introduction Web sites See introduction Www.sparkpe.org. Spark PE Building a Foundation Parachute Catching and Throwing Manipulatives Balance, Stunts and Tumbling Jumping Kicking and trapping Dribbling, volleying, striking Dance Games Aerobic games (3) Fitness (3) Fotball (3) Softball (3) Socter (3) Volley ball (3) Soccer (3) Volley ball (3)	ASSESSMENT NOTES See assessments in the introduction

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
		The student 1.4.1 Begins to form fundamental combinations of movement skills (e.g. run and jump, strike and run). Lead-up activities and games: • Net, e.g.: introductory volleyball, badminton, tennis (2) • bumping/passing • catching/throwing • ready position/pass • running/receiving • running/striking • stepping/striking • stepping/striking • tossing/striking • Territory/field sport, e.g.: introductory soccer, basketball, flag football, floor hockey • dribbling/passing • dribbling/shooting • jogging/ dribbling • running/dodging • running/dodging • running/dodging • running/stopping • stopping/ receiving • stopping/ receiving • stopping/ receiving • stopping/ striking • throwing/catching • Striking, e.g.: introductory whiffle T-ball, kick/ handball, bowling, mini golf • reaching/catching • running/jumping • running/passing • stepping and rolling • stepping and rolling • stepping/striking • Dance/rhythm, e.g.: creative movement, introductory line dancing, four wall dancing, folk dance, aerobic dance, scarf juggling, cup stacking,		RESOURCE NOTES See resources in the introduction Supplementary books/materials SPARK Physical Education See complete list in troduction Technology CD player CDs, tapes Internet I-pad (TBD) LCD projector/ laptop Pedometers VCR/DVD Web sites See introduction www.sparkpe.org. Materials Clipboards DVDs Easel paper Easels Markers Poster boards Sports – See complete list in introduction	
		ribbon (2) o hopping/jumping o leaping/tapping o lifting/placing o stepping/touching		9. Student white boards 10. White board markers and erasers Spark PE	Technology Written responses

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
		 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 jumping/twisting pulling/holding running/pivoting sitting/reaching turning/jumping Cooperative, e.g.: introductory team building activities, parachute balancing bending/stretching pushing and pulling 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 stepping/kicking stepping/throwing touching/turning 		1. Building a Foundation 2. Parachute 3. Catching and Throwing 4. Manipulatives 5. Balance, Stunts and Tumbling 6. Jumping 7. Kicking and trapping 8. Dribbling, volleying, striking 9. Dance 10. Games 11. Aerobic games (3) 12. Fitness (3) 13. Football (3) 14. Basketball (3) 15. Softball (3) 16. Soccer (3) 17. Volley ball (3) 18. Hockey (3) School/Community 11. See introduction	
Students will apply movement concepts and principles to the learning and development of motor skills. Apply movement vocabulary to an appropriate situation.		2.1.1. Begins to identify and demonstrate the application of movement vocabulary to the physical education setting balance, e.g.	TEACHER NOTES See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams	RESOURCE NOTES See resources in the introduction Supplementary books/materials • SPARK Physical Education • See complete list in troduction Technology • CD player	ASSESSMENT NOTES See assessments in the introduction REQUIRED Common units Common unit assessments SUGGESTED Activity log

PHYSICAL EDUCATIO		BENCHMARKS		INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
		teaching resources)		 Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives Uses a variety of direct and indirect teaching styles Allows students guided choices Emphasizes critical thinking and problem-solving tactics Demonstrates enthusiasm for an active, healthy lifestyle Provides for appropriate practice 	CDs, tapes Internet I-pad (TBD) LCD projector/ laptop Pedometers VCR/DVD Web sites See introduction www.enchantedlearning.com www.kidsdictionary.com www.riahperd.org www.sparkpe.org. Www.sparkpe.org. University www.teachpe.com (physical education teaching resource) Materials Clipboards DVDs Easel paper Easels Markers Poster boards Stopwatches Sports – See complete list in introduction Student white boards White board markers and erasers School/Community See introduction	Anecdotal records Fitnessgram™ High-five Interviews Oral Performance-based tasks Round Robin Rubrics/checklists Self-assessment Self and peer evaluation Skill assessment Technology Written responses
2. Students will app movement conce and principles to learning and development of skills.	epts the	The student 2.2.1 Begins to apply the following biomech	nanical principles:	TEACHER NOTES See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for	RESOURCE NOTES See resources in the introduction Supplementary books/materials • SPARK Physical Education • See complete list in	See assessments in the introduction REQUIRED Common units Common unit assessments

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
2.2 Use introductory application of biomechanical principles (e.g., center of gravity, base of support, force).		 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) Net, e.g.: introductory volleyball, badminton, tennis (2) Territory/field sport, e.g.: introductory soccer, basketball, flag football, floor hockey Striking, e.g.: introductory whiffle T-ball, kick/handball, bowling, mini golf 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.everdaype.org www.everdaype.org www.pecentral.com www.pecentral.com www.pecentral.com www.pecentral.com www.teambuilding activities.com 	student learning Organizes pairs, groups, and teams Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives Uses a variety of direct and indirect teaching styles Allows students guided choices Emphasizes critical thinking and problem-solving tactics Demonstrates enthusiasm for an active, healthy lifestyle Provides for appropriate practice	troduction Technology C D player CDs, tapes Internet I-pad (TBD) LCD projector/ laptop Pedometers VCR/DVD Web sites See introduction www.everdaype.org www.healthychildren.org (American Academy of Pediatrics) www.pecentral.com www.pecentral.com www.peuniverse.com (Physical Education sharing ideas) www.sparkpe.org. www.teachpe.com (physical education teaching resources) www.teambuilding activities.com Materials Clipboards DVDs Easel paper Easels Markers Poster boards Stopwatches Sports – See complete list in introduction Student white boards White board markers and erasers Spark PE Building a Foundation Parachute Catching and Throwing	SUGGESTED Activity log Anecdotal records Fitnessgram™ High-five Interviews Oral Performance-based tasks Round Robin Rubrics/checklists Self-assessment Self and peer evaluation Skill assessment Technology Written responses

PHYSICAL	Other	BENCHMARKS	INSTRUCTIONAL	RESOURCES	ASSESSMENT/
EDUCATION			STRATEGIES		EVIDENCE
				4. Manipulatives 5. Balance, Stunts and Tumbling 6. Jumping 7. Kicking and trapping 8. Dribbling, volleying, striking 9. Dance 10. Games 11. Aerobic games (3) 12. Fitness (3) 13. Football (3) 14. Basketball (3) 15. Softball (3) 16. Soccer (3) 17. Volley ball (3) 18. Hockey (3) School/Community • See introduction	
2. Students will apply		The student	TEACHER NOTES	RESOURCE NOTES	ASSESSMENT NOTES
movement concepts and principles to the learning and development of motor skills. 2.3 Recognize critical elements of movement skills to provide feedback to self and others (e.g. peer assessment).		 2.3.1 Begins to understand that critical elements such as learning cues and feedback are needed to correct movement skills. 2.3.2 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) 	See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams • Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives • Uses a variety of direct and indirect teaching styles • Allows students guided choices • Emphasizes critical thinking and problem-solving tactics	See resources in the introduction Web sites • See introduction • www.sparkpe.org.	See assessments in the introduction

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
		 follow-through (territory/field, net/wall, individual, fitness) body action, space, time, energy (territory/field, net/wall, individual, fitness) 	 Demonstrates enthusiasm for an active, healthy lifestyle Provides for appropriate practice 		
2. Students will apply movement concepts and principles to the learning and development of motor skills. 2.4 Recognize introductory strategies for offensive and defensive concepts (e.g., off ball movement, recognize passing lanes, scoring strategies, passing ahead).		The student 2.4.1 Begins to identify and use introductory strategies for offense and defense concepts. Net, e.g.: introductory volleyball, badminton, tennis (2) offensive skills e.g. sending to open space passing to team mates defensive skills e.g. defending space Territory/field sport, e.g.: introductory soccer, basketball, flag football, floor hockey offensive skills e.g. moving to open space (on and off ball) passing lanes passing ahead scoring strategies defensive skills e.g. moving to open space (on and off ball) mark/guard opponents Striking, e.g.: introductory whiffle T-ball, kick/handball, bowling, mini golf offensive skills e.g. sending to open space passing to team mates defensive skills e.g. defending space Fitness, e.g.: introductory personal fitness, yoga, aerobics, jumping rope, relay races (3), Chinese jump	TEACHER NOTES See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams • Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives • Uses a variety of direct and indirect teaching styles • Allows students guided choices • Emphasizes critical thinking and problem-solving tactics • Demonstrates enthusiasm for an active, healthy lifestyle • Provides for appropriate practice	RESOURCE NOTES See resources in the introduction Supplementary books/materials • SPARK Physical Education • See complete list in troduction Technology • CD player • CDs, tapes • Internet • I-pad (TBD) • LCD projector/ laptop • Pedometers • VCR/DVD Web sites See introduction • www.letsmoveinschool.org • www.letsmoveinschool.org • www.peuniverse.com (Physical Education sharing ideas) • www.peuniverse.com (Physical Education sharing ideas)	ASSESSMENT NOTES See assessments in the introduction REQUIRED • Common units • Common unit assessments SUGGESTED Activity log Anecdotal records Fitnessgram™ High-five Interviews Oral Performance-based tasks Round Robin Rubrics/checklists Self-assessment
		rope (3), balance (3), circuit training, balance/stunt/ tumbling (2), track and field (2), circuit training o personal strengths/weaknesses		www.sparkpe.org. Materials	Self and peer evaluation Skill assessment

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
		 equipment selection Cooperative, e.g.: introductory team building activities, parachute communication cooperation decision-making defending space chasing and fleeing problem solving team strategies Recreational, e.g.: introductory backyard games (e.g. tag, SPUD, kick the can, monkey in the middle (2) communication cooperation decision-making defending space chasing and fleeing problem solving team strategies www.letsmoveinschool.org www.peuniverse.com (Physical Education sharing ideas) 		Clipboards DVDs Easel paper Easels Markers Poster boards Stopwatches Sports – See complete list in introduction Student white boards White board markers and erasers Spark PE Building a Foundation Catching and Throwing Manipulatives Balance, Stunts and Tumbling Jumping Kicking and trapping Dribbling, volleying, striking Dance Cames Aerobic games (3) Fitness (3) Fotball (3) Softball (3) Softball (3) Soccer (3) Volley ball (3) School/Community See introduction	Technology Written responses
Students will understand the implications of and the benefits derived from involvement in		The student 3.1.1 Begins to recognize how regular physical activity improves personal health. • increase health benefits	TEACHER NOTES See instructional strategies in the introduction	RESOURCE NOTES See resources in the introduction	ASSESSMENT NOTES See assessments in the introduction

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
physical activity. 3.1 Recognize the physical benefits of regular participation in physical activity (e.g., reduce health risks, disease prevention, physiologic changes).		o controls weight improves bone strength improves muscular strength and endurance improves sleep patterns increases energy reduces body fat reduces stress disease prevention cardiovascular health chronic illness diabetes increases immune system function obesity www.heart.org www.kidshealth.org www.myplate.org www.shapeupri.org	Employs Physical Education best practices e.g., Provides clear expectations for student learning Organizes pairs, groups, and teams Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives Uses a variety of direct and indirect teaching styles Allows students guided choices Emphasizes critical thinking and problem-solving tactics Demonstrates enthusiasm for an active, healthy lifestyle Provides for appropriate practice	Supplementary books/materials SPARK Physical Education See complete list in troduction Technology CD player CDs, tapes Internet I-pad (TBD) LCD projector/ laptop Pedometers VCR/DVD Web sites See introduction www.heart.org www.kidshealth.org www.kidshealth.org www.sparkpe.org Www.sparkpe.org Clipboards DVDs Easel paper Easels Markers Poster boards Stopwatches Sports – See complete list in introduction Student white boards White board markers and erasers School/Community See introduction	REQUIRED Common units Common unit assessments SUGGESTED Activity log Anecdotal records Fitnessgram™ High-five Interviews Oral Performance-based tasks Round Robin Rubrics/checklists Self-assessment Self and peer evaluation Skill assessment Technology Written responses
3. Students will understand the implications of and the benefits derived from involvement in		3.2.1 Begins to identify how regular participation in physical activity improves emotional health.	TEACHER NOTES See instructional strategies in the introduction	RESOURCE NOTES See resources in the introduction	ASSESSMENT NOTES See assessments in the introduction

PHYSICAL	Other	BENCHMARKS	INSTRUCTIONAL	RESOURCES	ASSESSMENT/
EDUCATION			STRATEGIES		EVIDENCE
physical activity. 3.2 Recognize the emotional benefits of regular participation in physical activity (e.g., increased self-esteem, stress reduction, reduces depression, self-discipline).		 increases acceptance positive attitude self-esteem self-image and confidence reduces negative peer pressure stress anxiety www.cdc.gov www.heart.org www.kidshealth.org 	Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams • Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives • Uses a variety of direct and indirect teaching styles • Allows students guided choices • Emphasizes critical thinking and problem-solving tactics • Demonstrates enthusiasm for an active, healthy lifestyle • Provides for appropriate practice	Web sites See introduction www.cdc.gov www.heart.org www.kidshealth.org www.sparkpe.org.	
3. Students will understand the implications of and the benefits derived from involvement in physical activity. 3.3 Recognize the social benefits of regular participation in physical activity (e.g., cooperation, sportsmanship, teamwork).		The student 3.3.1 Begins to recognize how regular physical activity improves social health • acceptance • cooperation • fair play • relationships: friends, family, school, community • responsibility • sportsmanship • teamwork	TEACHER NOTES See instructional strategies in the introduction	RESOURCE NOTES See resources in the introduction Web sites See introduction www.sparkpe.org.	ASSESSMENT NOTES See assessments in the introduction
Students will understand the		The student	TEACHER NOTES	RESOURCE NOTES	ASSESSMENT NOTES
implications of and the benefits derived from		3.4.1 Uses physical activity such as:	See instructional strategies in the introduction	See resources in the introduction	See assessments in the introduction

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
involvement in physical activity. 3.4 Use physical activity as a means of self-expression.		 Net Territory/field sport Striking Dance/rhythm Fitness Cooperative Recreational as a means of self-expression. www.heart.org www.kidshealth.org 		Web sites See introduction www.heart.org www.kidshealth.org www.sparkpe.org.	
 4. Students will apply physical activity-related skills and concepts to maintain a physically active lifestyle and a health-enhancing level of physical fitness. 4.1 Participate at the introductory level in some components of a health-related physical fitness assessment tool (e.g., FitnessGram, Physical Best, President's Council on Physical Fitness). 		4.1.1 Engages in Fitnessgram Test (Pacer Test) to assess	See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams • Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives • Uses a variety of direct and indirect teaching styles • Allows students guided choices • Emphasizes critical thinking and problem-solving tactics • Demonstrates enthusiasm for an active, healthy lifestyle • Provides for appropriate practice	RESOURCE NOTES See resources in the introduction Supplementary books/materials SPARK Physical Education See complete list in troduction Technology CD player CDs, tapes Internet I-pad (TBD) LCD projector/ laptop Pedometers VCR/DVD Web sites See introduction www.fitnessgram.net www.sparkpe.org. Materials Clipboards DVDs Easel paper Easels Markers Poster boards	See assessments in the introduction REQUIRED • Common units • Common unit assessments SUGGESTED Activity log Anecdotal records Fitnessgram™ High-five Interviews Oral Performance-based tasks Round Robin Rubrics/checklists

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
				Stopwatches Sports – See complete list in introduction Student white boards White board markers and erasers School/Community See introduction	Self-assessment Self and peer evaluation Skill assessment Technology Written responses
4. Students will apply physical activity-related skills and concepts to maintain a physically active lifestyle and a health-enhancing level of physical fitness. 4.2 Select and participate regularly in physical activities for the purpose of improving skills and health	4.:	Begins to make improvement towards reaching the health-related fitness standards of the Fitnessgram Test/Pacer Test www.fitnessgram.net	See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams • Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives • Uses a variety of direct and indirect teaching styles • Allows students guided choices • Emphasizes critical thinking and problem-solving tactics • Demonstrates enthusiasm for an active, healthy lifestyle • Provides for appropriate practice	RESOURCE NOTES See resources in the introduction Web sites See introduction www.fitnessgram.net www.sparkpe.org. Spark PE 1. Building a Foundation 2. Parachute 3. Catching and Throwing 4. Manipulatives 5. Balance, Stunts and Tumbling 6. Jumping 7. Kicking and trapping 8. Dribbling, volleying, striking 9. Dance 10. Games 11. Aerobic games (3) 12. Fitness (3) 13. Football (3) 14. Basketball (3) 15. Softball (3) 16. Soccer (3) 17. Volley ball (3) 18. Hockey (3)	ASSESSMENT NOTES See assessments in the introduction REQUIRED • Common units • Common unit assessments SUGGESTED Activity log Anecdotal records Fitnessgram™ High-five Interviews Oral Performance-based tasks Round Robin Rubrics/checklists Self-assessment

	PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
4.	Students will apply physical activity- related skills and concepts to		The student 4.3.1 Begins to understand how physical fitness testing results (e.g.,	TEACHER NOTES See instructional strategies in the introduction	RESOURCE NOTES See resources in the introduction	Self and peer evaluation Skill assessment Technology Written responses ASSESSMENT NOTES See assessments in the introduction
4.	maintain a physically active lifestyle and a health-enhancing level of physical fitness. Recognize how fitness testing results relate to their ability to perform various physical activities		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		Web sites See introduction www.fitnessgram.net www.sparkpe.org.	
4.	Students will apply physical activity-related skills and concepts to maintain a physically active lifestyle and a health-enhancing level of physical fitness. 4 Participate in several activities related to each component of health-related physical fitness (e.g., cardio-		4.4.1 Recognizes changes in pre and post test results in Fitnessgram™ Test/Pacer Test and develops a basic physical activity plan based on these results. • specificity - type of exercises that increase fitness in each of the five specific areas • aerobic capacity/cardiovascular endurance • muscular endurance/muscular strength • flexibility • agility (begin at grade 3 only) • speed begin at (grade 3 only) • progression - gradual increase in FITT • frequency	TEACHER NOTES See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams • Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with	RESOURCE NOTES See resources in the introduction Web sites See introduction www.sparkpe.org.	ASSESSMENT NOTES See assessments in the introduction

PHYSICAL EDUCATION	Other BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
respiratory, muscular strength and endurance, flexibility, balance, agility)	 intensity time type (does not pertain to progression) www.aahperd.org (National Physical Education Organization) www.acefitness.org (fitness workouts) www.education.com (academic benefits, e.g. improve scores) www.myfitnessplan.com 	physiological cool down and a review of instructional objectives Uses a variety of direct and indirect teaching styles Allows students guided choices Emphasizes critical thinking and problem-solving tactics Demonstrates enthusiasm for an active, healthy lifestyle Provides for appropriate practice		
4. Students will apply physical activity-related skills and concepts to maintain a physically active lifestyle and a health-enhancing level of physical fitness. 4.5 Recognize changes in pre and post-test results in health-related fitness tests resulting from physical activity.	The student 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 • ice skating • jogging • jumping rope • roller blading • running • skateboarding • skipping • swimming • walking • muscular strength and endurance • chin-ups • pull-ups • push-ups • sit-ups • flexibility • dynamic stretching • static stretching • yoga • www.24hourfitness.com (fitness planning	Employs Physical Education best practices e.g., Provides clear expectations for student learning Organizes pairs, groups, and teams Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives Uses a variety of direct and indirect teaching styles Allows students guided choices Emphasizes critical thinking and problem-solving tactics Demonstrates enthusiasm for an active, healthy lifestyle Provides for appropriate practice	RESOURCE NOTES See resources in the introduction Spark PE 1. Building a Foundation 2. Parachute 3. Catching and Throwing 4. Manipulatives 5. Balance, Stunts and Tumbling 6. Jumping 7. Kicking and trapping 8. Dribbling, volleying, striking 9. Dance 10. Games 11. Aerobic games (3) 12. Fitness (3) 13. Football (3) 14. Basketball (3) 15. Softball (3) 16. Soccer (3) 17. Volley ball (3) 18. Hockey (3) Web sites See introduction www.aahperd.org (National Physical	ASSESSMENT NOTES See assessments in the introduction REQUIRED • Common units • Common unit assessments SUGGESTED Activity log Anecdotal records Fitnessgram™ High-five Interviews Oral Performance-based tasks Round Robin Rubrics/checklists

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
		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)		www.acefitness.org (fitness workouts) www.education.com (academic benefits, e.g. improve scores) www.myfitnessplan.com www.sparkpe.org.	Self-assessment Self and peer evaluation Skill assessment Technology Written responses
4. Students will apply physical activity-related skills and concepts to maintain a physically active lifestyle and a health-enhancing level of physical fitness. 4.6 Recognize that a variety of technologies exist that may enhance fitness levels (e.g. web-based programs, fitness machines, etc.).		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	TEACHER NOTES See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams • Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives • Uses a variety of direct and indirect teaching styles • Allows students guided choices • Emphasizes critical thinking and problem-solving tactics • Demonstrates enthusiasm for an active, healthy lifestyle • Provides for appropriate practice	RESOURCE NOTES See resources in the introduction Web sites See introduction www.fitnessgram.net www.healthychildren.org (American Academy of Pediatrics) www.heartratemonitorzo ne.net www.letsmoveinschool.org www.sparkpe.org.	ASSESSMENT NOTES See assessments in the introduction

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
5. Students will demonstrate responsible personal and social behavior in physical activity settings. 5.1 Use self-control in movement activities.		The student 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	TEACHER NOTES See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams • Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives • Uses a variety of direct and indirect teaching styles • Allows students guided choices • Emphasizes critical thinking and problem-solving tactics • Demonstrates enthusiasm for an active, healthy lifestyle • Provides for appropriate practice	RESOURCE NOTES See resources in the introduction Supplementary books/materials SPARK Physical Education See complete list in troduction Technology CD player CDs, tapes Internet I-pad (TBD) LCD projector/ laptop Pedometers VCR/DVD Web sites See introduction www.pecentral.com www.sparkpe.org. Materials Clipboards DVDs Easel paper Easels Markers Poster boards Stopwatches Sports – See complete list in introduction Student white boards White board markers and erasers School/Community See introduction	ASSESSMENT NOTES See assessments in the introduction REQUIRED • Common units • Common unit assessments SUGGESTED Activity log Anecdotal records Fitnessgram™ High-five Interviews Oral Performance-based tasks Round Robin Rubrics/checklists Self-assessment Self and peer evaluation Skill assessment Technology
					Written responses

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
5. Students will demonstrate responsible personal and social behavior in physical activity settings 5.2 Follow activity-specific laws, rules, procedures, and etiquette.		The student 5.2.1 Adheres to all rules and procedures . 5.2.2 Follows activity-specific laws, rules, procedures, and etiquette for: Net Territory/field sport Striking Dance/rhythm Fitness Cooperative Recreational www.pbis.org (Positive Behavioral Intervention and Support) www.sparkpe.org	TEACHER NOTES See instructional strategies in the introduction	RESOURCE NOTES See resources in the introduction Web sites See introduction www.pbis.org (Positive Behavioral Intervention and Support) www.sparkpe.org www.sparkpe.org.	ASSESSMENT NOTES See assessments in the introduction
5. Students will demonstrate responsible personal and social behavior in physical activity settings 5.3 Utilize safety principles in activity situations and settings		The student 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	TEACHER NOTES See instructional strategies in the introduction	RESOURCE NOTES See resources in the introduction Web sites See introduction www.cdc.gov/injury/ www.kidshealth.org www.sparkpe.org.	ASSESSMENT NOTES See assessments in the introduction
Students will demonstrate responsible personal and social behavior in physical activity settings Work cooperatively and productively with		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	TEACHER NOTES See instructional strategies in the introduction	RESOURCE NOTES See resources in the introduction Web sites See introduction www.kidshealth.org www.sparkpe.org.	ASSESSMENT NOTES See assessments in the introduction

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
a partner and/or a group to accomplish a set goal.		5.4.2 Begins to demonstrate respectful behavior, verbally and nonverbally with peers and teachers to achieve a set goal. www.opencircle.org www.kidshealth.org		www.opencircle.org	
		 5.4.3 Begins to apply the principles of Open Circle in the PE setting Non-negotiable rules www.opencircle.org 			
Students will demonstrate responsible personal and social behavior in physical activity settings Work independently and on task for developmentally appropriate periods of time.		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	TEACHER NOTES See instructional strategies in the introduction	RESOURCE NOTES See resources in the introduction Web sites See introduction www.sparkpe.org.	ASSESSMENT NOTES See assessments in the introduction
5. Students will demonstrate responsible personal and social behavior in physical activity settings 5.6 Recognize ways to peacefully resolve conflicts.		 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	TEACHER NOTES See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams • Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives	RESOURCE NOTES See resources in the introduction Web sites See introduction www.opencircle.org www.pbis.org www.sparkpe.org.	ASSESSMENT NOTES See assessments in the introduction

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
		 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:	 Uses a variety of direct and indirect teaching styles Allows students guided choices Emphasizes critical thinking and problem-solving tactics Demonstrates enthusiasm for an active, healthy lifestyle Provides for appropriate practice 		
5. Students will demonstrate responsible personal and social behavior in physical activity settings 5.7 Describe appropriate interactions for participating in group activities		 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 	TEACHER NOTES See instructional strategies in the introduction	RESOURCE NOTES See resources in the introduction Web sites See introduction www.aahperd.org www.pbis.org (Positive Behavioral Intervention and Support) www.riahperd.org www.riahperd.org www.ride.ri.gov www.sparkpe.org.	ASSESSMENT NOTES See assessments in the introduction
6. Students will understand that internal and external environments influence physical activity. 6.1 Recognize appropriate and safe areas within the community to participate in physical activity.		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.	TEACHER NOTES See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams • Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness	RESOURCE NOTES See resources in the introduction Supplementary books/materials • SPARK Physical Education • See complete list in troduction Technology • CD player • CDs, tapes Internet	ASSESSMENT NOTES See assessments in the introduction REQUIRED • Common units • Common unit assessments SUGGESTED Activity log Anecdotal records

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
		 playgrounds Park and Recreation Department recreational centers e.g., batting cages 	activities, and closes with physiological cool down and a review of instructional objectives	I-pad (TBD) LCD projector/ laptop Pedometers VCD (DVD)	Fitnessgram™
		school grounds	Uses a variety of direct and	VCR/DVD	High-five
		 Slatersville Reservoir track/turf Wide World of Indoor Sports 	indirect teaching styles • Allows students guided choices • Emphasizes critical thinking and	Web sites See introduction www.aahperd.org	Interviews
		Wide World of Indoor Sports	problem-solving tactics	www.nsmithfieldri.orgwww.riahperd.org	Oral
		 YMCA/YWCA (Woonsocket, Lincoln) www.aahperd.org www.nsmithfieldri.org 	Demonstrates enthusiasm for an active, healthy lifestyle Provides for appropriate practice	www.shapeupri.orgwww.sparkpe.orgwww.woonymca.org	Performance-based tasks
		www.riahperd.orgwww.shapeupri.org		Materials	Round Robin
		 www.woonymca.org 		ClipboardsDVDs	Rubrics/checklists
				Easel paperEasels	Self-assessment
				MarkersPoster boards	Self and peer evaluation
				Stopwatches Sports – See complete list in introduction	Skill assessment
				Student white boards	Technology
				White board markers and erasers	Written responses
				School/Community See introduction	
6. Students will		The student	TEACHER NOTES	RESOURCE NOTES	ASSESSMENT NOTES
understand that internal and external environments		6.2.1 Begins to identify physical activities that can be performed in a	See instructional strategies in the introduction	See resources in the introduction	See assessments in the introduction
influence physical		variety of settings, e.g.			
activity.		Interscholastic Intramural		Web sites See introduction	
6.2 Recognize physical		Recreational		• www.aahperd.org	
activities that can be performed in a variety		elite (e.g. AAU, development team)		www.nsmithfieldri.org www.riahpord.org	
of settings		college/university campsprivate/independent		www.riahperd.orgwww.shapeupri.org	

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
6. Students will understand that internal and external environments influence physical activity. 6.3 Recognize how peers, media, and technology can impact one's level of physical activity.		 www.aahperd.org www.nsmithfieldri.org www.riahperd.org www.shapeupri.org www.woonymca.org The student 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 	TEACHER NOTES See instructional strategies in the introduction Employs Physical Education best practices e.g., • Provides clear expectations for student learning • Organizes pairs, groups, and teams • Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives • Uses a variety of direct and indirect teaching styles	www.sparkpe.org. www.woonymca.org RESOURCE NOTES See resources in the introduction Web sites See introduction www.aahperd.org www.nsmithfieldri.org www.pecentral.com www.riahperd.org www.sparkpe.org. www.woonymca.org	ASSESSMENT NOTES See assessments in the introduction
6. Students will understand that		 www.nsmithfieldri.org www.pecentral.com www.riahperd.org www.woonymca.org The student	 Allows students guided choices Emphasizes critical thinking and problem-solving tactics Demonstrates enthusiasm for an active, healthy lifestyle Provides for appropriate practice TEACHER NOTES	RESOURCE NOTES	ASSESSMENT NOTES
internal and external environments influence physical activity.		 6.4.1 Begins to identify healthy ways to promote physical activity with peers through challenging experiences inclusion (inviting others to participate) 	See instructional strategies in the introduction	See resources in the introduction Web sites See introduction	See assessments in the introduction

PHYSICAL EDUCATION	Other	BENCHMARKS	INSTRUCTIONAL STRATEGIES	RESOURCES	ASSESSMENT/ EVIDENCE
6.4 Recognize healthy ways to promote physical activity with peers		 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 		 www.aahperd.org www.nsmithfieldri.org www.pecentral.com www.riahperd.org www.sparkpe.org. www.woonymca.org 	
Students will understand that internal and external environments influence physical activity. 6.5 Identify youth		The student 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,	TEACHER NOTES See instructional strategies in the introduction	RESOURCE NOTES See resources in the introduction Web sites See introduction www.nsmithfieldri.org	ASSESSMENT NOTES See assessments in the introduction
organizations in the community that offer physical activity programs (e.g., YMCA/YWCA, recreation d department, PAL).		yoga). www.nsmithfieldri.org www.riahperd.org www.woonymca.org		 www.riahperd.org www.sparkpe.org www.woonymca.org 	
6. Students will understand that internal and external environments influence physical activity.		6.6.1 Begins to use a variety of resources to select physical activity information that is reliable and valid .	TEACHER NOTES See instructional strategies in the introduction Employs Physical Education best practices e.g.,	RESOURCE NOTES See resources in the introduction Web sites See introduction	ASSESSMENT NOTES See assessments in the introduction
6.6 Identify a variety of valid sources to find information about physical activity		6.6.2 Begins to use physical activity information from:	 Provides clear expectations for student learning Organizes pairs, groups, and teams Begins with anticipatory set and physical warm-up, proceeds to instructional focus and fitness activities, and closes with physiological cool down and a review of instructional objectives 	 www.aahperd.org www.kidshealth.org www.letsmoveinschool.org www.sparkpe.org 	

PHYSICAL	Other	BENCHMARKS	INSTRUCTIONAL	RESOURCES	ASSESSMENT/
EDUCATION			STRATEGIES		EVIDENCE
		 print sources 	 Uses a variety of direct and 		
		 school nurse 	indirect teaching styles		
		T.V. media	 Allows students guided choices 		
		www.aahperd.org	 Emphasizes critical thinking and 		
		www.kidshealth.org	problem-solving tactics		
		 www.letsmoveinschool.org 	• Demonstrates enthusiasm for an		
			active, healthy lifestyle		
			 Provides for appropriate practice 		