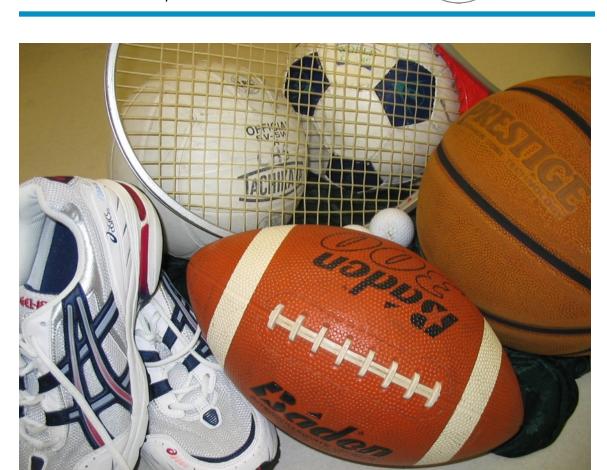
Physical Education Curriculum

School District of Seward

Implemented in the Fall of 2009 410 South St. • Seward, NE • 68434



If we could give every individual the right amount of nourishment and exercise, not too little and not too much, we would have found the safest way to health.

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Physical Education Program

PHILOSOPHY, & GOALS



There are many facets to a comprehensive physical education curriculum.

Philosophy Guiding Our Physical Education Curriculum

A student who becomes skilled and knowledgeable in physical education is more likely to become a healthy adult who is motivated to remain healthy and physically active throughout his/her life. Among the health benefits outlined in the Surgeon General's Report on Physical Activity and Health report were reduced risk of premature death, lower risk of heart disease, colon cancer, hypertension, diabetes, osteoporosis, as well as improved mental health and physical fitness. In addition, physical activity improves strength and endurance; helps build healthy bones and muscles; helps control weight; reduces anxiety and stress; increases selfesteem, mood, and concentration; and may improve blood pressure and cholesterol levels. Our goal is to promote students' physical health and to develop lifelong attitudes toward healthy living as an adult. This philosophy applies to the major topics of our comprehensive Physical Education Program, including:

- Motor skills development
- The development of knowledge and skills related to various physical activities
- Promotion of a physically active lifestyle

- Being familiar with factors that benefit a physically fit lifestyle and performance
- Exhibiting responsible personal and social behavior that respects self and others while valuing physical activity.

Goals of Our Physical Education Curriculum

As a result of our curriculum, students will:

- demonstrate competency in a variety of movement forms and proficiency in a few to gain competence toward lifetime physical activity,
- demonstrate an understanding of movement concepts, principles, strategies, and tactics as they apply to the learning and performance of physical activities,
- exhibit a physically active lifestyle.
- show evidence of an acceptable level of health-related fitness and be familiar with factors that benefit performance.
- exhibit responsible personal and social behavior that respects self and others while valuing physical activity for health, enjoyment, challenge, self-expression, and/or social interactions.

Evaluating the success of a Physical Education program is a difficult task. In addition to mastering information, it is our goal to assist students in the development of health enhancing lifestyles reflecting positive attitudes and behaviors. These outcomes are difficult to measure and often are not acted on until later in the students' lives.

Grades K-4 P.E. Curriculum

GENERAL DESCRIPTION

The elementary school physical education program provides the skills and knowledge students will need to be successful in middle school and high school physical education classes. The emphasis is on the development of fundamental locomotor, non-locomotor, and manipulative skills. Students practice the fundamental locomotor, non-locomotor, and manipulative skills in a variety of age-appropriate activities. All students use a variety of age-appropriate equipment so that they have multiple opportunities to practice skills. As skill level develops, students begin to understand the relationship between correct technique and practice.

Elementary physical education programs also emphasize the importance of physical activity and personal fitness. Fitness is developed through the activities in lessons which emphasize high amounts of physical activity, continuous movement, and challenges that involve overloading the major muscle groups. Students are provided with opportunities to understand the fitness components, fitness assessment, and the need for a lifetime of physical activity.

Participation in physical activity also can be an important venue for the social, psychological, and emotional development of children. Social skills and personal responsibility skills are taught and learned with feedback. Physical education classes provide an ideal setting for students to learn and practice appropriate social interactions, suitable ways to express and control emotions, and desirable personal responsibility skills.

Learning Objectives Framework-Kindergarten & $1^{\rm st}$ Grade

Motor Skills	Knowledge/	Physically	Fitness	Behavior
	Literacy	Active		Management
demonstrate competency in a variety of movement forms and proficiency in a few to gain competence	movement concepts,	Goal: The learner will exhibit a physically active lifestyle.	show evidence of an acceptable level of	Goal: The learner will exhibit responsible personal and social behavior that respects self and others while valuing physical activity for health, enjoyment, challenge, self-expression, and/or social interactions.
NASPE Standard 1	NASPE Standard 2	NASPE Standard 3	NASPE Standard 4	NASPE Standard 5 &
 Demonstrate progress toward the mature form of locomotor and non-locomotor skills. Demonstrate progress toward the mature form of selected manipulative skills. Demonstrate progress toward the mature form of movement patterns and sequences. Demonstrate the ability to adapt and adjust movement skills to uncomplicated, yet changing, environmental conditions and expectations. 	movements using movement vocabulary. • Apply feedback to improve performance.	Participate regularly in a wide variety of activities that involve locomotor, non- locomotor and manipulative skills both inside and outside of physical education class.	coordination, agility, and flexibility. Engage in moderate to vigorous physical activity. Recognize the	 Demonstrates progress toward working cooperatively and interacting with other students regardless of differences. Identify and model safety practices and class procedures. Displays appropriate sportsmanship. Express feelings about physical activities. Attempt new activities.

Learning Objectives Framework - Grades 2 - 4

Motor Skills	Knowledge/	Physically	Fitness	Behavior
	Literacy	Active		Management
Goal: The learner will demonstrate competency in a variety of movement forms and proficiency in a few to gain competence toward lifetime physical activity.	demonstrate understanding of movement concepts, principles, strategies, and tactics as they apply to the learning and performance of physical activities.	Goal: The learner will exhibit a physically active lifestyle.	Goal: The learner will show evidence of an acceptable level of health-related fitness and be familiar with factors that benefit performance.	Goal: The learner will exhibit responsible personal and social behavior that respects self and others while valuing physical activity for health, enjoyment, challenge, self-expression, and/or social interactions.
NAPSE Standard 1	NAPSE Standard 2	NAPSE Standard 3	NAPSE Standard 4	NAPSE Standard 5 & 6
 Demonstrate mature forms of locomotor patterns and non-locomotor skill combinations. Demonstrate the mature forms of manipulative skills. Demonstrate progress toward the mature form of movement patterns and sequences. Demonstrate the ability to adapt and adjust a combination of movement skills in applied settings Demonstrate beginning skills of selected specialized movement forms. 	improve and enhance performance. Demonstrate basic strategies in noncomplex settings. Apply feedback to improve performance.	Participate in physical activity in both school and non-school settings.	 Engage in physical activities specifically related to each component of physical fitness. Recognize and monitor physiological indicators that accompany moderate to vigorous physical activity and adjust activity and adjust activity accordingly. Demonstrates mature patterns of body control, coordination, agility, and flexibility. Identify the basic components of health-related fitness. 	physical activity as a positive opportunity for

K - 1 Physical Education

Implemented Fall of 2009 School District of Seward



K-1 SUGGESTED TIMELINE

Unit	<u>Days</u>
Basketball	12
Body & Space Awareness	5
Directions, Pathways, Patterns, & Levels	10
Jump Rope	9
Locomotor Movements	10
Manipulatives	15
Parachute	8
Scooters	9
Soccer	16
Total Days	94

Comments:

BASKETBALL

Skills and Stations

Approximate length of time allotted for this unit - 12 sessions

Content	Standards	Concepts	Connections
Objectives:			Essential Questions:
1. Students will understand the basic rules of the game.	NASPE 2		What are the critical elements to be able to
2. Students will demonstrate progress towards the appropriate techniques for dribbling, shooting, and passing.	NASPE 1		dribble, shoot and pass a basketball? • How do you shake hands at the end of a game?
3. Students will develop appropriate sportsmanship, cooperation, and respect for other participants.	NASPE 5 &		Classroom Ideas:
Content Outline: 1. Basic Skills - Demonstrate and have students practice: a. Dribbling b. Passing c. Shooting 2. Stations a. Practicing each skill again			 Demonstrate how to dribble with favorite and non-favorite hand, have students practice. Demonstrate chest and bounce pass, have students practice. Demonstrate how to shoot a ball, have students practice.
			Teaching Notes: Organize groups to include all abilities Practice a signal to stop, hold basketballs, and listen. "Hug it like you love it."

Assessment Plan			
Assessment Comments			
Skill checklist during practice and games			
Questions to check for critical elements			

Vocabulary				
Dribble	Travel	Finger tips		
Push	Double Dribble	Bounce Pass		
Hands up	Pass	Chest Pass		
Steal	Foul			
Step				

Unit at a Glance			
Learning Topics / Standards	# of days		
Individual Techniques (dribble, pass and shooting)	9		
Stations	3		
Total Days (approximate)	12		

BODY AND SPACE AWARENESS

Personal and General Space

Approximate length of time allotted for this unit - 5 sessions

	Content	Standards	Concepts	Connections
2.	Students will understand and know what personal and general space are. Students will demonstrate activities done in personal and general space. Students will be able to work	NAPSE 2 NAPSE 1		 Essential Questions: What is personal and general space? How do you move in personal and general space?
Conten	nt Outline:			
	Personal Space			Classus and Ideas
2.	General Space Games incorporating personal and general space.			 Classroom Ideas: Explain what personal and general space are. Demonstrate how you can move in personal and general space. Explore moving in both personal and general space on different body parts. Have partners explore moving in personal and general space together. Play the game Scrambled eggs.

Body and Space Awareness

Assessment Plan			
Assessment Comments			
Teacher observation of students			

	Vocabulary					
Space	Personal	General				

Unit at a Glance		
Learning Topics / Standards	# of days	
Personal Space	1	
General Space	1	
Games incorporating both personal and general space	3	
Total Days (approximate)	5	

DIRECTIONS, PATHWAYS, PATTERNS AND LEVELS

Approximate length of time allotted for this unit - 10 sessions

Objectives: Essential Questions:	
1. Students will know different • What are different	
directions, pathways, patterns NAPSE 2 directions, path	
and levels. patterns and lev	
2. Students will be able to	
demonstrate the different NAPSE 1 personal and ge	
directions, pathways, patterns to make differen	
and levels. directions, path	
patterns and lev	
• What other pathw	
Content Outline: patterns can you	a think of?
1. Directions	
a. Forward	
b. Backward Classroom Ideas: c. Sideways Explain and demo	onstrata all
d. Diagonal Explain and define of the directions	
pathways, patte	
2. Pathways levels.	ilis and
a. Straight • Explore moving i	in other
b. Curved pathways and p	atterns
c. Wavy	
d. Zig-zag moving in direc	
pathways, patte	
3. Patterns levels together.	
a. Circular • Combine differen	nt
b. Square directions, path	ways,
c. Rectangular patterns and lev	
d. Triangle Play games incor	
these ideas in the	ne game.
4. Levels	
a. High	
b. Medium Teaching Notes:	
c. Low • Add previously le	
skills to newly l	learned
skills. 5. Combinations of these Use combinations	s of these
movements and games.	
movements and games. together to mak skills.	e maruei
• Let the kids explo	ore to come
up with their ow	
pathways and p	
combinations.	4115 01

Directions, Pathways, Patterns and Levels

Assessment Plan			
Assessment Comments			
Teacher observation of students			
Checklist for skills			

Vocabulary				
Directions	Wavy	Medium		
Forward	Zig-zag	Low		
Backward	Patterns			
Sideways	Circular			
Diagonal	Square			
Pathways	Rectangular			
Straight	Triangle			
Curved	Levels			
Diagonal	High			

Unit at a Glance		
Learning Topics / Standards	# of days	
Directions	2	
Pathways	2	
Patterns	1	
Levels	1	
Combinations and Games	4	
Total Days (approximate)	10	

JUMP ROPE

Jump Technique, Individual Jumps and Partner Jumps Approximate length of time allotted for this unit - 9 sessions

	Content	Ctan danda	Concepts	Connections
		Standards		
Objectives:				Essential Questions:
1. St		NASPE 2		What are the 4 things to be a better jumper? How do these 4 things help you
2. St for just	undents will be able to use the ur things needed to be a better mper to correctly demonstrate	NASPE 1		become a better jumper?
3. St	ow to jump rope. Sudents will be able to use what ey learned about single person mping and apply it to be able to mp with a partner.	NASPE 5&6		Classroom Ideas: • Explain and demonstrate the four things to be a better jumper.
				Demonstrate how to do each
Content Ou				jump before you let the kids
I. Si	ze of rope a. Fold in half and stand on it. It should come to about waist high.			try them. Set up stations to practice each jump you have taught at the end of the jumping unit.
2. Ju	a. Small jumps b. Elbows bent and keep			end of the jumping unit.
	close to body c. Soft landings on balls of feet d. Keep a steady rhythm			Teaching Notes: • Add previously learned skills to newly learned skills.
3. Si	ngle Person a. Jumping Forward and Backward and Side to Side over a line in the			 Explain and demonstrate how to get out and put away the jump ropes. Show lots of different levels of
	b. Jumping Forward and Backward and Side to Side over a rope on the			tricks, because students will be at very different skill levels with jump rope skills. Let students try some of their own jumping tricks.
	C. One Foot (forwards, backwards and side to side over a line then over the rope			one jumping arous.
	d. Jump over the rope by catching under toes e. Jumping forward and			
	e. Jumping forward and backward			
4. Pa				
	a. Turns rope on the ground for them to jump			

Jump Rope

Assessment Plan			
Assessment	Comments		
Teacher observation of students			
Checking for the four things to be a better	Could be a paper assessment or just		
jumper	observation of the students		

Vocabulary					
Jump	Elbows	Forward			
Rope	Balls of feet	Backward			
Jump rope	Soft landing	One foot			
Handles	Single bounce	Skipping			
Rhythm	Double bounce				

Unit at a Glance		
Learning Topics / Standards	# of days	
Jump Technique/single person	3	
Partner	3	
Stations	3	
Total Days (approximate)	9	

LOCOMOTOR MOVEMENTS

Approximate length of time allotted for this unit - 15 sessions

	Content	Standards	Concepts	Connections
Object 1. 2. 3.	ives:	NAPSE 2 NAPSE 1		Essential Questions: • What are the critical elements to each locomotor movement? • How do you do the different locomotor movements? • What are the differences between the different locomotor movements?
1. 2. 3. 4. 5.	nt Outline: Walk Run Gallop Side-step Jump Hop Skip Leap			Classroom Ideas: Explain and demonstrate all of the locomotor movements. Have students incorporate the different movement patterns into the different locomotor patterns. Play games and activities incorporating these locomotor movements in the game.
				Teaching Notes: • Add previously learned skills to newly learned skills.

Locomotor Movements

Assessment Plan			
Assessment	Comments		
Teacher observation of students			
Checklist for critical elements for each			
locomotor movement			

		Vocabula	ary	
Locomotor	Movement	Walk	Run	Skip
Нор	Gallop	Jump	Leap	Side-step
Step	Side	Foot	Land	Take-off
2 feet	1 foot	Right	Left	Lead foot
Trail foot	Front	Behind	Side-ways	

Unit at a Glance			
Learning Topics / Standards	# of days		
Walk/Run	1		
Gallop	2		
Side-step	2		
Jump	2		
Нор	2		
Skip	3		
Leap	3		
Total Days (approximate)	10		

MANIPULATIVES

Bean bags, Hula Hoops, Playground balls and Paddles Approximate length of time allotted for this unit - 15 sessions

	Content	Standards	Concepts	Connections
	Content	Standards	Concepts	Connections
Objecti 1. 2.	ves: Students will be able to know the critical elements to perform different non-locomotor skills with each manipulative. Students will be able to demonstrate the different non-locomotor skills with each manipulative. Students will be able to work with a partner to perform	NASPE 2 NASPE 1		What critical elements do need to know to be able to do the different non-locomotor skills with each manipulative? How do you perform the different non-locomotor skills with each manipulative? How do using the different
	different non-locomotor skills?	NASPE 5&6		manipulatives affect how you do the each non- locomotor skill?
Conton	t Outline:			locomotor skill?
	Bean Bags			Classroom Ideas:
1.	a. balancing b. catching c. throwing			Explain and demonstrate all of the non-locomotor movements with each
2	Hula Hoops			manipulative.
3.	a. Jumping b. Rolling c. Spinning Playground balls a. Rolling b. Bouncing			Play games and activities incorporating these non-locomotor movements in the game.
4.	c. Underhand throwd. Overhand throwe. CatchingPaddles			
	a. Balancingb. Bouncingc. Striking			 Teaching Notes: Add previously learned skills to newly learned skills. Explain how to use each manipulative properly. Explain and demonstrate how to get out and put away each different manipulative.

Manipulatives

Assessment Plan			
Assessment	Comments		
Teacher observation of students			
Checklist for critical elements for each non-			
locomotor movement			

Vocabulary						
Bean bags	Hula hoops	Playground balls	Paddles	Balance		
Toss	Stand	Throw	Underhand	Overhand		
Catch	Roll	Spin	Jump	Bounce		
Strike	Hand	Eyes	Swing	Step		
Side Target Aim		Turn	Twist			

Unit at a Glance		
Learning Topics / Standards	# of days	
Bean Bags	3	
Hula Hoops	3	
Playground Balls	3	
Paddle	3	
Games	3	
Total Days (approximate)	15	

PARACHUTE

Safety, Activities and Games

Approximate length of time allotted for this unit - 8 sessions

Content	Standards	Concepts	Connections
Objectives: 1. Students will be able to know how to use the parachute safely. 2. Students will be able to name the safety rules with the parachute.	NASPE 2 NASPE 2 NASPE 5&6		Essential Questions: • What are the rules to use the parachute safely?
Content Outline: 1. Safety a. Do not step on the parachute unless told too. b. Move carefully and slowly when told to walk on the parachute. c. Do not jerk on the parachute. d. Let go when instructed to. 2. Activities a. Waves			Classroom Ideas: Explain and demonstrate how to pick up the parachute and how to hold it in your hands. Demonstrate each activity with the students help. Have one day where the students get to pick their favorite activities to do again in class.
b. Mountain c. Mushroom d. Tent e. Pinwheel f. Reverse Pinwheel g. Merry go round h. Up, Up and Away i. Moonwalk j. Popcorn k. Catch Ball 3. Games a. Sharks			 Teaching Notes: Add previously learned skills to newly learned skills. Explain and demonstrate how to hold on to the parachute and how to shake it. Let students make up their own activities or games with the parachute.

Parachute

Assessment Plan			
Assessment Comments			
Teacher observation of students			
Checking for safety Rules	Could be a paper assessment or just observation of the students		

Vocabulary				
Shake	Big	Trap	Catch	
Hold	Little	Air	Round	
Waves	Up	Stand		
Fast	Lift	Tight		
Slow	Pull	Pop		

Unit at a Glance		
Learning Topics / Standards	# of days	
Safety and Activities	4	
Games	4	
Total Days (approximate)	8	

SCOOTERS

Scooters

Approximate length of time allotted for this unit - 9 sessions

		Content	Standards	Concepts	Connections
Objectiv 1. 2.	Students rules to u Students demonstr scooters skills. Students demonstr use the so	will be able to know the using scooters safely. will be able to the tate how to use the correctly to perform the will be able to the tate with a partner how to cooters correctly to	NASPE 2 NASPE 1	Concepts	Essential Questions: What are the 4 rules to using the scooters safely? How do you use your hands and feet to push or pull yourself on the scooters? How do you push or pull your partner when they are on the scooter? How do you safely stop your
	Outline:	the partner skills.			partner on the scooter? Classroom Ideas:
1.	a. b.	Do not stand on scooter Do not push unless someone is on scooter Watch fingers Use hands and feet to come to a complete stop			 Explain and demonstrate all the safety rules. Demonstrate how to do each skill before you let the kids try them. Play scooter games which incorporate what we have
2.	Single Pe	before you get off. erson Sitting push with feet going forward and backward On knees push with			been practicing with the scooters. Scooter Tag Scooter Freeze Tag Scooter Pinball
	c.	hands forward and backward Lie on tummy push with hands and feet Hands on side and run get on and coast			Teaching Notes: • Add previously learned skills to newly learned skills.
3.	Partner a.	Sitting on bottom push forward and backward			Explain and demonstrate how to get out and put away the scooters.
	b.				
		pull with legs Sit back to back together and push with feet			

Scooters

Assessment Plan			
Assessment Comments			
Teacher observation of students			
Checking for the safety rules	Could be a paper assessment or just observation of the students		

Vocabulary				
Scooter	Seat			
Push	Coast			
Pull	Run			
Handle	Crash			
Wheels	Stop			

Unit at a Glance		
Learning Topics / Standards	# of days	
Safety/Single Person	3	
Safety/Partner	3	
Games	3	
Total Days (approximate)	9	

SOCCER

Dribbling, Passing and Receiving, Shooting and Goalie Skills and Games Approximate length of time allotted for this unit - 16 sessions

	Content	Standards	Concepts	Connections
Objectiv 1. 2. 3.	Students will know and demonstrate the appropriate technique for dribbling, passing and receiving and shooting and goalie skills. Students will be able to use those skills in modified games. Students will develop appropriate sportsmanship, cooperation and respect for other participants.	NASPE 1&2 NASPE 3, 4, 5&6 NASPE 5&6		Essential Questions: What parts of your feet do you use in soccer? Can you use your hands in soccer, if so who and when can they use them? What are the steps to dribbling? What are the steps to passing and receiving? What are the steps to shooting a goal?
	Outline: Dribbling			Classroom Ideas: Explain and demonstrate each
2.	a. Control and Speed b. Using inside, outside or top of foot Passing and Receiving a. If ball is on the ground it is easier to pass and			skill and then have the students practice on their own. Play different modified games or activities to work on each of the skills in more of a
3.	b. Inside of foot c. Outside of foot d. Instep or Laces Shooting and Goalie Skills a. Use inside or laces kick b. Aiming at the sides and corners of the goals			game type situation. Play 1 on 1 games with the shooter vs. the goalie. Teaching Notes:
4.	 C. Goalies low and ready to move d. Goalies infront of the goal line with hands ready e. Goalies pick the ball up with hands when able to Games a. Poison Trees b. Bubbles c. Keep it in d. Bull in the Ring e. 1 on 1 			 Each day keep builing more and more to each of the skills taught for soccer. The last couple days of teaching the skill play a game that incorporates the skill. When practicing each skill group the students based on ability level. Practice stopping on the whistle and sitting down with the ball in your lap and hands behind your back.

Soccer

Assessment Plan		
Assessment Comments		
Teacher observation of students		
Checklist for each of the skills	Paper checklist with each student and key characteristics for each skill	

Vocabulary				
Dribble	Laces	Control	Kick	Goal Line
Foot	Тор	Speed	Shoot	Goalie Box
Inside	Toe	Pass	Goal	Trap
Outside	Тар	Receive	Goalie	Stop
Instep	Push	Slow down	Hands	Aim
Defense	Offense			

Unit at a Glance		
Learning Topics / Standards	# of days	
Dribbling	4	
Passing and Receiving	4	
Shooting and Goalie Skills	4	
Games	4	
Total Days (approximate)	16	

2nd Grade Physical Education

Implemented Fall of 2009 School District of Seward



GRADE 2 SUGGESTED TIMELINE

<u>Unit</u>	<u>Days</u>
Basketball	7
Floor Hockey	7
Jump Rope	9
Kickball	7
Manipulatives	15
Parachute	8
Scooters	9
Soccer	16
Volleyball	7
Total Days	85

Comments:

BASKETBALL

Rules, skills and techniques

Approximate length of time allotted for this unit - 7 sessions

	Content	Standards	Concepts	Connections
Objecti				Essential Questions:
2.	Students will understand the basic rules of the game. Students will demonstrate progress towards the	NAPSE 2		 What are the basic rules of a basketball game? What are the critical elements to be able to
	appropriate techniques for dribbling, shooting, and passing.	NAPSE 1		dribble, shoot and pass a basketball? • How do players on a team
3.		NAESP 1		work together to play a game? • How do you shake hands at
4.	Students will develop appropriate sportsmanship, cooperation, and respect for	NAESP 5 & 6		the end of a game? Classroom Ideas:
Content	other participants. t Outline:			Demonstrate right and left hand and crossover
1.	Basic Skills - Demonstrate and have students practice: a. Dribbling b. Passing			dribbles, have students practice. • Demonstrate chest and bounce pass, have students practice.
2.	c. ShootingTeam Strategies and techniquesExplain and demonstrate:a. Offensive and Defensive			 Demonstrate how to shoot a ball (BEEF), have students practice. Demonstrate and discuss
3.	techniques Rules and Games			what to do when on offense and defense. • Demonstrate games (mat
				ball) and form teams to play a game.
				Teaching Notes: Organize groups to include all abilities
				 Teams based on ability levels. Practice a signal to stop, hold basketballs, and
				listen. "Hug it like you love it." • During games have non-
				participants keep score, "officiate" games, or identify proper techniques.

2nd Grade Physical Education

Basketball

Assessment Plan			
Assessment Comments			
Skill checklist during practice and games			
Questions to check for critical elements			

Vocabulary			
Dribble	Travel	Rebound	
Backboard	Double Dribble	Sideline	
Half court	Crossover	Endline	
Free throw line	Foul	Full Court	
Key or Paint	Pass		
Hands up	Chest pass		
Offense	Bounce pass		
Defense	Steal		

Unit at a Glance			
Learning Topics / Standards	# of days		
Individual Techniques (dribble, pass and shooting)	3		
Team Techniques & Strategies (offense and defense)	1		
Skills Practice Rules and Games (modified basketball games)	3		
Assessment of skills	Through out the		
	lesson		
Total Days (approximate)	7		

FLOOR HOCKEY

Rules, skills techniques and games

Approximate length of time allotted for this unit - 7 sessions

Content	Standards	Concepts	Connections
1. Students will understand the basic rules of the game. 2. Students will demonstrate progress towards the appropriate techniques for dribbling, shooting, passing and receiving a hockey puck. 3. Students will develop a basic understanding of team strategies. 4. Students will develop appropriate sportsmanship, cooperation, and respect for other participants. Content Outline: 1. Basic Skills - Demonstrate and have students practice: a. Dribbling - Control - Speed b. Passing and Receiving c. Shooting and Goalie Skills - Slap shot - Wrist shot 2. Team Strategies and techniques - Explain and demonstrate: a. Offensive and Defensive techniques b. Positions and staying spread out. 3. Rules and Games	NAPSE 1		Essential Questions: What are the basic rules of floor hockey? What are the critical elements to be able to dribble, shoot and pass a the hockey puck? How do players on a team work together to play a game? What is the importance of staying spread out? How do you shake hands at the end of a game? Classroom Ideas: Demonstrate a control and speed dribble, have students practice. Demonstrate how to pass and receive with a partner, have students practice. Demonstrate how to shoot the puck, have students practice. Demonstrate how and what to do when you are a goalie, have students practice. Demonstrate and discuss what to do when on offense and defense. Demonstrate games (Sideline hockey) and form teams to play a game. Teaching Notes: Organize groups to include all abilities Teams based on ability levels. Practice a signal to stop and listen, put blade of stick on your toe. During games have non-participants keep score, "officiate" games, or identify proper techniques.

2nd Grade Physical Education

Floor Hockey

Assessment Plan				
Assessment	Comments			
Skill checklist during practice and games				
Questions to check for critical elements				

Vocabulary				
Dribble	Handle	Slow down		
Control	Тар	Control		
Speed	Side to Side	Shoot		
Stick	Pass	Wrist shot		
Blade	Receive	Slap shot		
Turn	Goalie Box	Strike		
Goal line	Penalty	Offense		
Hands up	Penalty Shot	Deffese		

Unit at a Glance					
Learning Topics / Standards	# of days				
Individual Techniques (dribble, passing and receiving and shooting/goalie skills)	3				
Team Techniques & Strategies (offense and defense)	1				
Skills Practice Rules and Games (modified hockey games)	3				
Assessment of skills	Through out the lesson				
Total Days (approximate)	7				

JUMP ROPE

Jump Technique, Individual Jumps and Partner Jumps Approximate length of time allotted for this unit - 9 sessions

	Content	Standards	Concepts	Connections
			· · · · · · · · · · · · · · · · · · ·	
Objecti 1. 2.	Students will be able to know the four things needed to be a better jumper. Students will be able to use the	NASPE 2 NASPE 1		 Essential Questions: What are the 4 things to be a better jumper? How do these 4 things help you become a better
3.	better jumper to correctly demonstrate how to jump rope. Students will be able to use	NASPE I		jumper?
	what they learned about single person jumping and apply it to be able to jump with a partner.	NASPE 5&6		Classroom Ideas: • Explain and demonstrate the four things to be a better jumper.
	t Outline:			Demonstrate how to do each
1.	Size of rope a. Fold in half and stand on it. It should come to about waist high.			jump before you let the kids try them. • Set up stations to practice each jump you have taught
2.	Jump Technique a. Small jumps b. Elbows bent and keep close to body			at the end of the jumping unit.
	c. Soft landings on balls of feetd. Keep a steady rhythm			Teaching Notes: • Add previously learned skills to newly learned skills.
3.	Single Person a. Single Bounce (forwards and backwards) b. Double Bounce			 Explain and demonstrate how to get out and put away the jump ropes. Show lots of different levels of tricks, because students
	(forwards and backwards) c. One Foot (forwards, backwards, single, double and skipping)			will be at very different skill levels with jump rope skills. • Let students try some of their own jumping tricks.
1	d. Side swings and adding jump e. Crosses			
4.	Partner a. Face to face b. Side by side c. 2 ropes side by side d. Long ropes			

2nd Grade Physical Education

Jump Rope

Assessment Plan			
Assessment	Comments		
Teacher observation of students			
Checking for the four things to be a better	Could be a paper assessment or just		
jumper	observation of the students		

Vocabulary				
Jump	Elbows	Forward	Crosses	
Rope	Balls of feet	Backward	Long rope	
Jump rope	Soft landing	One foot		
Handles	Single bounce	Skipping		
Rhythm	Double bounce	Side swings		

Unit at a Glance		
Learning Topics / Standards	# of days	
Jump Technique/single person	3	
Partner	3	
Stations	3	
Total Days (approximate)	9	

KICKBALL

Rules, skills, techniques and games Approximate length of time allotted for this unit - 5 sessions

Content	Standards	Concepts	Connections
Objectives: 1. Students will understand the basic rules of the game and how it is	NAPSE 2		Essential Questions: • What are the basic rules of a kickball/softball game?
similar to softball. 2. Students will demonstrate progress towards the appropriate techniques for kicking a ball. 3. Students will develop a basic	NAPSE 1		 How do you kick a kickball? How do players on a team work together to play a game? How do you shake hands at the end of a game?
understanding of team strategies. 4. Students will develop appropriate sportsmanship, cooperation, and respect for other participants.	NAESP 1		Classroom Ideas: • Demonstrate how to kick the
Content Outline: 1. Basic Rules a. 3 outs	NAESP 5 & 6		 ball and run to first base. Show all the outfield positions and where they should stand when playing them.
b. 4 foul balls then out c. over run 1 st base d. outfield positions e. foul ball – baseline			Demonstrate what a foul ball is. Demonstrate a fly ball and what the base runners do it is caught or not.
f. fly ball – tagging up g. force out h. no stealing, sliding or leading off 2. Team strategies			• Demonstrate what a force out is and talk about where the outfield should throw the ball if there is a force out or not.
demonstrate: a. Offensive and Defensive techniques 3. Rules and Games			 Demonstrate and discuss what to do when on offense and defense. Form teams and play games.
			Teaching Notes:
			 Younger grades you can have no outs. Just let all the players on one team kick and then switch. Organize groups to include all abilities Teams based on ability levels. Practice how to switch from the kicking team to the outfield and how to line up when
			waiting to kick. • During games have non-participants keep score, "officiate" games, or identify proper techniques.

2nd Grade Physical Education

Kickball

Assessment Plan		
Assessment	Comments	
Skill checklist during practice and games		
Questions to check for critical elements		

Vocabulary			
Kick	Over run	Pitcher	
Out	1st Base	Catcher	
Foul ball	2 nd Base	Foul Ball	
Outfield	3 rd Base	Baseline	
Infield	Home Base	Fly Ball	
Tagging up	Steal		
Force Out	Slide		
Throw	Lead off		

Unit at a Glance		
Learning Topics / Standards	# of days	
Individual Techniques (dribble, pass and shooting)	3	
Team Techniques & Strategies (offense and defense)	1	
Skills Practice Rules and Games (modified basketball games)	3	
Assessment of skills	Through out the	
	lesson	
Total Days (approximate)	7	

MANIPULATIVES

Bean bags, Hula Hoops, Playground balls and Paddles Approximate length of time allotted for this unit - 15 sessions

2nd Grade Physical Education

Manipulatives

Assessment Plan		
Assessment	Comments	
Teacher observation of students		
Checklist for critical elements for each non-		
locomotor movement		

Vocabulary				
Bean bags	Hula hoops	Playground balls	Paddles	Balance
Toss	Stand	Throw	Underhand	Overhand
Catch	Roll	Spin	Jump	Bounce
Strike	Hand	Eyes	Swing	Step
Side	Target	Aim	Turn	Twist

Unit at a Glance		
Learning Topics / Standards	# of days	
Bean Bags	3	
Hula Hoops	3	
Playground Balls	3	
Paddle	3	
Games	3	
Total Days (approximate)	15	

PARACHUTE

Safety, Activities and Games

Approximate length of time allotted for this unit - 8 sessions

Content	Standards	Concepts	Connections
Contont	Starraaras	Concepts	COMMOCITORIS
Objectives: 1. Students will be able to know how to use the	NASPE 2		• What are the rules to use the parachute safely?
parachute safely. 2. Students will be able to name the safety rules with the parachute.	NASPE 2		
3. Students will be able to us the parachute to participate in activities and games.			Classroom Ideas: • Explain and demonstrate how to pick up the parachute and how to
Content Outline: 1. Safety a. Do not step on the parachute unless told too. b. Move carefully an slowly when told walk on the parachute. c. Do not jerk on the parachute. d. Let go when instructed to. 2. Activities a. Waves b. Mountain c. Mushroom d. Tent e. Pinwheel f. Reverse Pinwheel g. Merry go round h. Up, Up and Away i. Moonwalk j. Popcorn k. Catch Ball	ad to		 hold it in your hands. Demonstrate each activity with the students help. Have one day where the students get to pick their favorite activities to do again in class. Teaching Notes: Add previously learned skills to newly learned skills. Explain and demonstrate how to hold on to the parachute and how to shake it. Let students make up their own activities or games with the parachute.
3. Games a. Sharks b. Cops and Robbers c. Dodge Em	3		

2nd Grade Physical Education

Parachute

Assessment Plan		
Assessment Comments		
Teacher observation of students		
Checking for safety Rules Could be a paper assessment or just observation of the students		

		Vocabula	ry	
Shake	Big	Trap	Catch	
Hold	Little	Air	Round	
Waves	Up	Stand		
Fast	Lift	Tight		
Slow	Pull	Pop		

Unit at a Glance		
Learning Topics / Standards # of c		
Safety and Activities	4	
Games	4	
Total Days (approximate)	8	

SCOOTERS

Scooters

Approximate length of time allotted for this unit - 9 sessions

	Content	Standards	Concents	Connections
	Content	Standards	Concepts	Connections
Objecti	vec.			Essential Questions:
1.		NASPE 2		 What are the 4 rules to using the scooters safely? How do you use your hands
2.	Students will be able to demonstrate how to use the scooters correctly to perform the skills.	NASPE 1		and feet to push or pull yourself on the scooters? • How do you push or pull your partner when they are
3.	Students will be able to demonstrate with a partner how to use the scooters correctly to perform the partner skills.	NASPE 5&6		on the scooter? • How do you safely stop your partner on the scooter?
				Classroom Ideas:
Conten	t Outline:			 Explain and demonstrate all
1.	Safety			the safety rules.
	a. Do not stand on			 Demonstrate how to do each
	scooter			skill before you let the kids
	b. Do not push unless			try them.
	someone is on scooter			Play scooter games which
	c. Watch fingers			incorporate what we have
	d. Use hands and feet to			been practicing with the
	come to a complete			scooters.
	stop before you get off.			Scooter Tag
2.	Single Person			Scooter Freeze Tag Scooter Pinball
۷.	a. Sitting push with feet			Scotter Fillbari
	going forward and			
	backward			
	b. On knees push with			
	hands forward and			Teaching Notes:
	backward			• Add previously learned
	c. Lie on tummy push			skills to newly learned
	with hands and feet			skills.
	d. Hands on side and run			 Explain and demonstrate
	get on and coast			how to get out and put
3.	Partner			away the scooters.
	a. Sitting on bottom push			
	forward and backward			
	b. Sitting on knees push			
	forward and backward			
	c. Lay on tummy push			
	and pull with legs			
	d. Sit back to back			
	together and push with			
	feet			

2nd Grade Physical Education

Scooters

Assessment Plan		
Assessment Comments		
Teacher observation of students		
Checking for the safety rules	Could be a paper assessment or just observation of the students	

	Vocabulary			
Scooter	Seat			
Push	Coast			
Pull	Run			
Handle	Crash			
Wheels	Stop			

Unit at a Glance		
Learning Topics / Standards	# of days	
Safety/Single Person	3	
Safety/Partner	3	
Games	3	
Total Days (approximate)	9	

SOCCER

Dribbling, Passing and Receiving, Shooting and Goalie Skills and Games Approximate length of time allotted for this unit - 16 sessions

Content	Standards	Concepts	Connections
Objectives: 1. Students will know and demonstrate the appropriate technique for dribbling, passing and receiving and shooting and	NASPE 1&2		 Essential Questions: What parts of your feet do you use in soccer? Can you use your hands in soccer, if so who and when
goalie skills. 2. Students will be able to use those skills in modified games.	NASPE 3, 4, 5&6		can they use them?What are the steps to dribbling?
3. Students will develop appropriate sportsmanship, cooperation and respect for other participants.	NASPE 5&6		 What are the steps to passing and receiving? What are the steps to shooting a goal?
Content Outline:			Classroom Ideas:
1. Dribbling a. Control and Speed b. Using inside, outside or top of foot			 Explain and demonstrate each skill and then have the students practice on their own.
2. Passing and Receiving a. If ball is on the ground it is easier to pass and receive			Play different modified games or activities to work on each of the skills in more of a game type
b. Inside of foot c. Outside of foot d. Instep or Laces 3. Shooting and Goalie Skills a. Use inside or laces kick			situation. • Play 1 on 1 games with the shooter vs. the goalie.
b. Aiming at the sides and corners of the goals c. Goalies low and ready to move d. Goalies infront of the goal line with hands ready e. Goalies pick the ball up with hands when able to 4. Games a. Poison Trees b. Bubbles c. Keep it in d. Bull in the Ring e. 1 on 1 f. Sideline Soccer			Peaching Notes: Each day keep builing more and more to each of the skills taught for soccer. The last couple days of teaching the skill play a game that incorporates the skill. When practicing each skill group the students based on ability level. Practice stopping on the whistle and sitting down with the ball in your lap and hands behind your back.
f. Sideline Soccer g. Endline Soccer			

2nd Grade Physical Education

Soccer

Assessment Plan		
Assessment Comments		
Teacher observation of students		
Checklist for each of the skills Paper checklist with each student as characteristics for each skill		

Vocabulary				
Dribble	Laces	Control	Kick	Goal Line
Foot	Тор	Speed	Shoot	Goalie Box
Inside	Toe	Pass	Goal	Trap
Outside	Tap	Receive	Goalie	Stop
Instep	Push	Slow down	Hands	Aim

Unit at a Glance		
Learning Topics / Standards	# of days	
Dribbling	4	
Passing and Receiving	4	
Shooting and Goalie Skills	4	
Games	4	
Total Days (approximate)	16	

VOLLEYBALL

Rules, skills, techniques and games Approximate length of time allotted for this unit - 7 sessions

Content Standards	Concepts Connections
Objectives:	Essential Questions:
 Students will understand the basic rules of the game. Students will demonstrate 	 What are the basic rules of a volleyballgame? What are the critical
progress towards the appropriate techniques for passing, setting, and underhand serving. NAPSE 1	elements to be able to pass, set and serve a volleyball? • How do players on a team
3. Students will develop a basic understanding of team	work together to play a game?
strategies. NAESP 1 4. Students will develop appropriate sportsmanship,	• How do you shake hands at the end of a game?
cooperation, and respect for other participants.	
Content Outline: 1. Basic Skills	Demonstrate how to hold your arms and hands when passing a volley hell and let
- Demonstrate and have students practice: a. Passing b. Setting c. Underhand Serve	passing a volleyball and let the students practice. • Demonstrate how to hold your hands when you set a volleyball and have students practice.
Team Strategies and techniques Explain and demonstrate: a. Offensive and Defensive techniques	• Demonstrate how to serve a volleyball underhand and let the students practice (Swing, Step and Strike).
3. Rules and Games	Demonstrate games (Three and over Volleyball) and form teams to play a game.
	Teaching Notes: Organize groups to include
	all abilities
	Teams based on ability levels.
	• Practice a signal to stop, hold volleyballs, and
	listen. "Sit down with ball in your lap and hands behind your back."
	During games have non-
	participants keep score, "officiate" games, or identify proper techniques.

2nd Grade Physical Education

Volleyball

Assessment Plan		
Assessment Comments		
Skill checklist during practice and games		
Questions to check for critical elements		

Vocabulary		
Pass	Set	Swing
Bump	Window	Strike
Forearm	Fingertips	Heel of Hand
Platform	Arms	Opposite
Push	Straight	Follow through
Freeze	Forehead	Net
Target	Underhand Serve	Court

Unit at a Glance		
Learning Topics / Standards	# of days	
Individual Techniques (pass, set and underhand serve)	3	
Team Techniques & Strategies (offense and defense)	1	
Skills Practice Rules and Games (modified volleyball games)	3	
Assessment of skills	Through out the	
	lesson	
Total Days (approximate)	7	

3rd Grade Physical Education

Implemented Fall of 2009 School District of Seward



GRADE 3 SUGGESTED TIMELINE

Unit	<u>Days</u>
Basketball	7
Floor Hockey	7
Jump Rope	9
Kickball	7
Manipulatives	15
Parachute	8
Scooters	9
Soccer	16
Volleyball	7
Total Days	85

Comments:

BASKETBALL

Rules, skills and techniques

Approximate length of time allotted for this unit - 7 sessions

Content	Standards	Concepts	Connections
Objectives: 1. Students will understand the basic rules of the game. 2. Students will demonstrate progress towards the appropriate techniques for dribbling, shooting, and passing. 3. Students will develop a basic understanding of team strategies. 4. Students will develop	NASPE 2 NASPE 1 NASPE 1 NASPE 5 & 6		 Essential Questions: What are the basic rules of a basketball game? What are the critical elements to be able to dribble, shoot and pass a basketball? How do players on a team work together to play a game? How do you shake hands at the end of a game? Demonstrate right and left hand and crossover dribbles, have students practice. Demonstrate chest, bounce and overhead pass, have students practice. Demonstrate how to shoot a ball (BEEF), have students practice. Demonstrate and discuss what to do when on offense and defense. Demonstrate games (5 on 5, trash ball, mat ball and sideline basketball) and
			form teams to play a game. Teaching Notes: Organize groups to include all abilities Teams based on ability levels. Practice a signal to stop, hold basketballs, and listen. "Hug it like you love it." During games have non-participants keep score, "officiate" games, or identify proper techniques.

3rd Grade Physical Education

Basketball

Assessment Plan		
Assessment Comments		
Skill checklist during practice and games		
Questions to check for critical elements		

Vocabulary			
Dribble	Travel	Rebound	
Backboard	Double Dribble	Shot	
Half court	Crossover		
Free throw line	Foul		
Key or Paint	Pass		
Hands up	Chest pass		
Offense	Bounce pass		
Defense	Steal		

Unit at a Glance		
Learning Topics / Standards	# of days	
Individual Techniques (dribble, pass and shooting)	3	
Team Techniques & Strategies (offense and defense)	1	
Skills Practice Rules and Games (modified basketball games)	3	
Assessment of skills	Through out the	
	lesson	
Total Days (approximate)	7	

FLOOR HOCKEY

Rules, skills techniques and games

Approximate length of time allotted for this unit - 7 sessions

	Content	Standards	Concepts	Connections
Objectiv 1. 2.	Students will understand the basic rules of the game. Students will demonstrate progress towards the appropriate techniques	NAPSE 2 NAPSE 1		Essential Questions: • What are the basic rules of floor hockey? • What are the critical elements to be able to dribble, shoot
3. 4.	understanding of team strategies.	NAESP 1		 and pass a the hockey puck? How do players on a team work together to play a game? What is the importance of staying spread out? How do you shake hands at the end of a game?
	Outline:	NAESP 5 & 6		Classroom Ideas:
2.	Basic Skills - Demonstrate and have students practice: a. Dribbling • Control • Speed b. Passing and Receiving c. Shooting and Goalie Skills • Slap shot • Wrist shot Team Strategies and techniques - Explain and demonstrate: a. Offensive and Defensive techniques b. Positions and staying spread out. Rules and Games			 Demonstrate a control and speed dribble, have students practice. Demonstrate how to pass and receive with a partner, have students practice. Demonstrate how to shoot the puck, have students practice. Demonstrate how and what to do when you are a goalie, have students practice. Demonstrate and discuss what to do when on offense and defense. Demonstrate games (Sideline hockey) and form teams to play a game.
				Teaching Notes: Organize groups to include all abilities Teams based on ability levels. Practice a signal to stop and listen, put blade of stick on your toe. During games have nonparticipants keep score, "officiate" games, or identify proper techniques.

3rd Grade Physical Education

Floor Hockey

Assessment Plan		
Assessment	Comments	
Skill checklist during practice and games		
Questions to check for critical elements		

Vocabulary			
Dribble	Handle	Slow down	
Control	Тар	Control	
Speed	Side to Side	Shoot	
Stick	Pass	Wrist shot	
Blade	Receive	Slap shot	
Turn	Goalie Box	Strike	
Goal line	Penalty	Offense	
Hands up	Penalty Shot	Deffese	

Unit at a Glance				
Learning Topics / Standards	# of days			
Individual Techniques (dribble, passing and receiving and shooting/goalie skills)	3			
Team Techniques & Strategies (offense and defense)	1			
Skills Practice Rules and Games (modified hockey games)	3			
Assessment of skills	Through out the lesson			
Total Days (approximate)	7			

JUMP ROPE

Jump Technique, Individual Jumps and Partner Jumps Approximate length of time allotted for this unit - 9 sessions

Content	Standards	Concepts	Connections
Objectives: 1. Students will be able to know the four things needed to be a better jumper.	NASPE 2		Essential Questions:What are the 4 things to be a better jumper?How do these 4 things help
2. Students will be able to use the four things needed to be a better jumper to correctly	NASPE 1		you become a better jumper?
demonstrate how to jump rope. 3. Students will be able to use what they learned about single person jumping and apply it to be able to jump with a partner.			 Classroom Ideas: Explain and demonstrate the four things to be a better jumper. Demonstrate how to do each jump before you let the
Content Outline: 1. Size of rope a. Fold in half and stand on it. It should come to about waist high.			kids try them. Set up stations to practice each jump you have taught at the end of the jumping unit.
 2. Jump Technique a. Small jumps b. Elbows bent and keep close to body c. Soft landings on balls of feet d. Keep a steady rhythm 			 Teaching Notes: Add previously learned skills to newly learned skills. Explain and demonstrate how to get out and put
3. Single Person a. Single Bounce (forwards and backwards) b. Double Bounce (forwards and backwards) c. One Foot (forwards, backwards, single, double and skipping) d. Side swings and adding jump e. Crosses			 away the jump ropes. Show lots of different levels of tricks, because students will be at very different skill levels with jump rope skills. Let students try some of their own jumping tricks.
4. Partner a. Face to face b. Side by side c. 2 ropes side by side d. Long ropes			

3rd Grade Physical Education

JUMP ROPE

Assessment Plan			
Assessment	Comments		
Teacher observation of students			
Checking for the four things to be a better	Could be a paper assessment or just		
jumper	observation of the students		

Vocabulary				
Jump	Elbows	Forward	Crosses	
Rope	Balls of feet	Backward	Long rope	
Jump rope	Soft landing	One foot		
Handles	Single bounce	Skipping		
Rhythm	Double bounce	Side swings		

Unit at a Glance		
Learning Topics / Standards	# of days	
Jump Technique/single person	3	
Partner	3	
Stations	3	
Total Days (approximate)	9	

KICKBALL

Rules, skills, techniques and games Approximate length of time allotted for this unit - 5 sessions

Content	Standards	Concepts	Connections
Objectives: 1. Students will understand the basic rules of the game and how it is	NAPSE 2		Essential Questions: What are the basic rules of a kickball/softball game?
similar to softball. 2. Students will demonstrate progress towards the appropriate techniques for kicking a ball. 3. Students will develop a basic	NAPSE 1		 How do you kick a kickball? How do players on a team work together to play a game? How do you shake hands at the end of a game?
understanding of team strategies. 4. Students will develop appropriate sportsmanship, cooperation, and respect for other participants.	NAESP 1		Classroom Ideas: Demonstrate how to kick the ball and run to first base.
Content Outline: 1. Basic Rules a. 3 outs b. 4 foul balls then out	NAESP 5 & 6		 Show all the outfield positions and where they should stand when playing them. Demonstrate what a foul ball is.
 c. over run 1st base d. outfield positions e. foul ball – baseline f. fly ball – tagging up 			 Demonstrate a fly ball and what the base runners do it is caught or not. Demonstrate what a force out is
g. force out h. no stealing, sliding or leading off 2. Team strategies demonstrate:			and talk about where the outfield should throw the ball if there is a force out or not. Demonstrate and discuss what
a. Offensive and Defensive techniques3. Rules and Games			to do when on offense and defense. Form teams and play games.
			Younger grades you can have no outs. Just let all the players on one team kick and then switch. Organize groups to include all abilities
			 Teams based on ability levels. Practice how to switch from the kicking team to the outfield and how to line up when waiting to kick. During games have non-
			participants keep score, "officiate" games, or identify proper techniques.

3rd Grade Physical Education

KICKBALL

Assessment Plan			
Assessment Comments			
Skill checklist during practice and games			
Questions to check for critical elements			

Vocabulary				
Kick	Over run	Pitcher		
Out	1st Base	Catcher		
Foul ball	2 nd Base	Foul Ball		
Outfield	3 rd Base	Baseline		
Infield	Home Base	Fly Ball		
Tagging up	Steal			
Force Out	Slide			
Throw	Lead off			

Unit at a Glance			
Learning Topics / Standards	# of days		
Individual Techniques (dribble, pass and shooting)	3		
Team Techniques & Strategies (offense and defense)	1		
Skills Practice Rules and Games (modified basketball games)	3		
Assessment of skills	Through out the lesson		
Total Days (approximate)	7		

MANIPULATIVES

Bean bags, Hula Hoops, Playground balls and Paddles Approximate length of time allotted for this unit - 15 sessions

Content	Standards	Concepts	Connections
Objectives: 1. Students will be able to know the critical elements to perform different non-locomotor skills with each manipulative. 2. Students will be able to demonstrate the different non-locomotor skills with each manipulative. 3. Students will be able to work with a partner to perform different non-locomotor skills. Content Outline: 1. Bean Bags a. balancing b. catching c. throwing 2. Hula Hoops a. Jumping b. Rolling c. Spinning 3. Playground balls a. Rolling b. Bouncing c. Underhand throw d. Overhand throw d. Overhand throw e. Catching 4. Paddles a. Balancing	NASPE 2 NASPE 1		Sesential Questions: What critical elements do need to know to be able to do the different non-locomotor skills with each manipulative? How do you perform the different non-locomotor skills with each manipulative? How do using the different manipulatives affect how you do the each non-locomotor skill? Classroom Ideas: Explain and demonstrate all of the non-locomotor movements with each manipulative. Play games and activities incorporating these non-locomotor movements in the game. Teaching Notes: Add previously learned skills. Explain how to use each manipulative properly.

3rd Grade Physical Education

Manipulatives

Assessment Plan				
Assessment Comments				
Teacher observation of students				
Checklist for critical elements for each non-				
locomotor movement				

Vocabulary					
Bean bags	Hula hoops	Playground balls	Paddles	Balance	
Toss	Stand	Throw	Underhand	Overhand	
Catch	Roll	Spin	Jump	Bounce	
Strike	Hand	Eyes	Swing	Step	
Side	Target	Aim	Turn	Twist	

Unit at a Glance		
Learning Topics / Standards	# of days	
Bean Bags	3	
Hula Hoops	3	
Playground Balls	3	
Paddle	3	
Games	3	
Total Days (approximate)	15	

PARACHUTE

Safety, Activities and Game

Approximate length of time allotted for this unit - 8 sessions

Content Cobjectives: 1. Students will be able to know how to use the parachute safely. 2. Students will be able to name the safety rules with the parachute. 3. Students will be able to use the parachute to participate in activities and games. Content Outline: 1. Safety a. Do not step on the parachute unless told too. b. Move carefully and slowly when told to walk on the parachute. c. Do not jerk on the parachute. d. Let go when instructed to. 2. Activities a. Waves b. Mountain Standards Concepts Connections Essential Questions: • What are the rules to us the parachute safely? Classroom Ideas: • Explain and demonstrathow to pick up the parachute and how to hold it in your hands. • Demonstrate each active with the students help on the favorite activities to do again in class. Teaching Notes: • Add previously learned skills to newly learned skills. • Explain and demonstration and the parachute. Concepts Connections	
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3. Students will be able to use the parachute to participate in activities and games. Content Outline: 1. Safety a. Do not step on the parachute unless told too. b. Move carefully and slowly when told to walk on the parachute. c. Do not jerk on the parachute. d. Let go when instructed to. 2. Activities a. Waves NASPE 5&6 Classroom Ideas: • Explain and demonstrat how to pick up the parachute and how to hold it in your hands. • Demonstrate each activ with the students help • Have one day where the students get to pick the favorite activities to deagain in class. Teaching Notes: • Add previously learned skills to newly learned skills.	
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1. Safety a. Do not step on the parachute unless told too. b. Move carefully and slowly when told to walk on the parachute. c. Do not jerk on the parachute. d. Let go when instructed to. 2. Activities a. Waves hold it in your hands. Pemonstrate each activ with the students help swith the students per the students get to pick the favorite activities to dagain in class. Feaching Notes: Add previously learned skills to newly learned skills.	to
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slowly when told to walk on the parachute. c. Do not jerk on the parachute. d. Let go when instructed to. 2. Activities a. Waves favorite activities to d again in class. Faching Notes: • Add previously learned skills to newly learned skills.	lp.
c. Do not jerk on the parachute. d. Let go when instructed to. 2. Activities shills to newly learned skills.	their
instructed to. 2. Activities a. Waves Add previously learned skills to newly learned skills.	
2. Activities skills to newly learned skills.	
a. Waves skills.	
	ica
5. Woulden and demonstration	rate
c. Mushroom how to hold on to the	
d. Tent parachute and how to	ίO
e. Pinwheel shake it. f. Reverse Pinwheel Let students make up	
g. Merry go round their own activities or	
h. Up, Up and Away games with the	
i. Moonwalk parachute.	
j. Popcorn	
k. Catch Ball	
3. Games	
a. Sharks	
b. Cops and Robbers c. Dodge Em	

3rd Grade Physical Education

Parachute

Assessment Plan			
Assessment	Comments		
Teacher observation of students			
Checking for safety Rules	Could be a paper assessment or just observation of the students		

Vocabulary				
Shake	Big	Trap	Catch	
Hold	Little	Air	Round	
Waves	Up	Stand		
Fast	Lift	Tight		
Slow	Pull	Pop		

Unit at a Glance		
Learning Topics / Standards	# of days	
Safety and Activities	4	
Games	4	
Total Days (approximate)	8	

SCOOTERS

Scooters

Approximate length of time allotted for this unit - 9 sessions

	Content	Standards	Concepts	Connections
01: 4:				
Objecti 1.		NASPE 2		Essential Questions:What are the 4 rules to using the scooters safely?How do you use your hands
2.	Students will be able to demonstrate how to use the scooters correctly to perform the skills.	NASPE 1		and feet to push or pull yourself on the scooters? • How do you push or pull
3.		NASPE 5&6		your partner when they are on the scooter? • How do you safely stop your partner on the scooter?
				Classroom Ideas:
	t Outline:			• Explain and demonstrate all
1.	a. Do not stand on scooter			the safety rules. • Demonstrate how to do each skill before you let the kids
	b. Do not push unless someone is on scooterc. Watch fingers			try them. • Play scooter games which incorporate what we have
	d. Use hands and feet to come to a complete stop before you get off.			been practicing with the scooters. Scooter Tag Scooter Freeze Tag
2.	Single Person			Scooter Pinball
	a. Sitting push with feet going forward and			Teaching Notes:
	backward b. On knees push with hands forward and backward			 Add previously learned skills to newly learned skills. Explain and demonstrate
	c. Lie on tummy push with hands and feet			how to get out and put away the scooters.
	d. Hands on side and run			
3.	get on and coast Partner			
	a. Sitting on bottom push			
	forward and backward b. Sitting on knees push forward and backward			
	c. Lay on tummy push			
	and pull with legs d. Sit back to back			
	together and push with feet			

3rd Grade Physical Education

Scooters

Assessment Plan			
Assessment	Comments		
Teacher observation of students			
Checking for the safety rules	Could be a paper assessment or just observation of the students		

Vocabulary				
Scooter	Seat			
Push	Coast			
Pull	Run			
Handle	Crash			
Wheels	Stop			

Unit at a Glance		
Learning Topics / Standards	# of days	
Safety/Single Person	3	
Safety/Partner	3	
Games	3	
Total Days (approximate)	9	

SOCCER

Dribbling, Passing and Receiving, Shooting and Goalie Skills and Games Approximate length of time allotted for this unit - 16 sessions

	Content	Standards	Concepts	Connections
Objecti		NIA CRE 102		Essential Questions:
2.	demonstrate the appropriate technique for dribbling, passing and receiving and shooting and goalie skills. Students will be able to use	NASPE 1&2 NASPE 3, 4, 5&6		 What parts of your feet do you use in soccer? Can you use your hands in soccer, if so who and when can they use them? What are the steps to dribbling?
3.	Students will develop appropriate sportsmanship, cooperation and respect for other participants.	NASPE 5&6		 What are the steps to passing and receiving? What are the steps to shooting a goal?
	t Outline:			Classroom Ideas:
1.	Dribbling a. Control and Speed b. Using inside, outside or top of foot			 Explain and demonstrate each skill and then have the students practice on their own.
2.	Passing and Receiving a. If ball is on the ground it is easier to pass and receive b. Inside of foot c. Outside of foot			 Play different modified games or activities to work on each of the skills in more of a game type situation. Play 1 on 1 games with the
3.	d. Instep or Laces Shooting and Goalie Skills a. Use inside or laces kick b. Aiming at the sides and corners of the			shooter vs. the goalie. Teaching Notes: Each day keep builing more and more to each of the skills taught for soccer.
	goals c. Goalies low and ready to move d. Goalies infront of the goal line with hands ready e. Goalies pick the ball up with hands when			The last couple days of teaching the skill play a game that incorporates the skill. • When practicing each skill group the students based on ability level. • Practice stopping on the
4.	able to Games a. Poison Trees b. Bubbles c. Keep it in d. Bull in the Ring e. 1 on 1 f. Sideline Soccer g. Endline Soccer			whistle and sitting down with the ball in your lap and hands behind your back.

3rd Grade Physical Education

SOCCER

Assessment Plan			
Assessment	Comments		
Teacher observation of students			
Checklist for each of the skills	Paper checklist with each student and key characteristics for each skill		

Vocabulary				
Dribble	Laces	Control	Kick	Goal Line
Foot	Тор	Speed	Shoot	Goalie Box
Inside	Toe	Pass	Goal	Trap
Outside	Tap	Receive	Goalie	Stop
Instep	Push	Slow down	Hands	Aim

Unit at a Glance		
Learning Topics / Standards	# of days	
Dribbling	4	
Passing and Receiving	4	
Shooting and Goalie Skills	4	
Games	4	
Total Days (approximate)	16	

VOLLEYBALL

Rules, skills, techniques and games Approximate length of time allotted for this unit - 7 sessions

	Content	Standards	Concepts	Connections
Objecti 1.	ves: Students will understand the basic rules of the game.	NAPSE 2		Essential Questions: • What are the basic rules of a volleyballgame?
2.		NAPSE 1		What are the critical elements to be able to pass, set and serve a volleyball? How do players on a team
3.	Students will develop a basic understanding of team	NIAECD 1		work together to play a game?
4.	strategies. Students will develop appropriate sportsmanship,	NAESP 1		• How do you shake hands at the end of a game?
	cooperation, and respect for other participants.	NAESP 5 & 6		Classroom Ideas:
	t Outline:			Demonstrate how to hold your arms and hands when
1.	Basic Skills - Demonstrate and have students practice: a. Passing b. Setting c. Underhand Serve			passing a volleyball and let the students practice. • Demonstrate how to hold your hands when you set a volleyball and have students practice.
2.				Demonstrate how to serve a volleyball underhand and let the students practice (Swing, Step and Strike).
3.	Rules and Games			Demonstrate games (Three and over Volleyball) and form teams to play a game.
				Teaching Notes:
				 Organize groups to include all abilities Teams based on ability levels. Practice a signal to stop, hold volleyballs, and listen. "Sit down with ball in your lap and hands behind your back." During games have non-
				participants keep score, "officiate" games, or identify proper techniques.

3rd Grade Physical Education

Volleyball

Assessment Plan		
Assessment	Comments	
Skill checklist during practice and games		
Questions to check for critical elements		

Vocabulary				
Pass	Set	Swing		
Bump	Window	Strike		
Forearm	Fingertips	Heel of Hand		
Platform	Arms	Opposite		
Push	Straight	Follow through		
Freeze	Forehead	Net		
Target	Underhand Serve	Court		

Unit at a Glance				
Learning Topics / Standards	# of days			
Individual Techniques (pass, set and underhand serve)	3			
Team Techniques & Strategies (offense and defense)	1			
Skills Practice Rules and Games (modified volleyball games)	3			
Assessment of skills	Through out the			
	lesson			
Total Days (approximate)	7			

4th Grade Physical Education

Implemented Fall of 2009 School District of Seward



GRADE 4 SUGGESTED TIMELINE

Unit	<u>Days</u>
Basketball	7
Floor Hockey	7
Jump Rope	9
Kickball	7
Manipulatives	15
Parachute	8
Scooters	9
Soccer	16
Volleyball	7
Total Days	85

Comments:

BASKETBALL

Rules, skills and techniques

Approximate length of time allotted for this unit - 7 sessions

	Content	Standards	Concepts	Connections
Objectiv 1. 2.		NAPSE 2		What are the basic rules of a basketball game? What are the critical elements to be able to dribble, shoot
3. 4.	dribbling, shooting, and passing.	NAPSE 1		and pass a basketball? How do players on a team work together to play a game? How do you shake hands at the
'	sportsmanship, cooperation, and respect for other participants.	NAESP 1		end of a game?
G , ,		NIAEGD 5 0 6		Classroom Ideas:
2. 3.	Outline: Basic Skills - Demonstrate and have students practice: a. Dribbling b. Passing c. Shooting Team Strategies and techniques - Explain and demonstrate: a. Offensive and Defensive techniques Rules and Games	NAESP 5 & 6		 Demonstrate right and left hand and crossover dribbles, have students practice. Demonstrate a jump stop and pivot, have students practice. Demonstrate chest, bounce, overhead and baseball pass, have students practice. Demonstrate how to shoot a ball (BEEF), have students practice. Demonstrate and discuss what to do when on offense and defense. Demonstrate games (5 on 5, mat ball, trash ball and sideline basketball) and form teams to play a game.
				Teaching Notes: Organize groups to include all abilities Teams based on ability levels. Practice a signal to stop, hold basketballs, and listen. "Hug it like you love it." During games have non-participants keep score, "officiate" games, or identify proper techniques.

Basketball

Assessment Plan		
Assessment Comments		
Skill checklist during practice and games		
Questions to check for critical elements		

Vocabulary				
Dribble	Lane	Foul	Steal	
Backboard	3 Point Line	Pass		
Half court	Full Court	Chest pass		
Free throw line	Rebound	Bounce pass		
Key or Paint	Jump Stop	Steal		
Hands up	Travel	Rebound		
Offense	Double Dribble	Baseball pass		
Defense	Crossover	Shot		

Unit at a Glance		
Learning Topics / Standards	# of days	
Individual Techniques (dribble, pass and shooting)	3	
Team Techniques & Strategies (offense and defense)	1	
Skills Practice Rules and Games (modified basketball games)	3	
Assessment of skills	Through out the	
	lesson	
Total Days (approximate)	7	

FLOOR HOCKEY

Rules, skills techniques and games

Approximate length of time allotted for this unit - 7 sessions

Content	Standards	Concepts	Connections
Objectives: 1. Students will understand the basic rules of the game. 2. Students will demonstrate progress towards the appropriate techniques for dribbling, shooting, passing and receiving a hockey puck. 3. Students will develop a basic understanding of team strategies. 4. Students will develop appropriate sportsmanship, cooperation, and respect for other participants.	NAPSE 2 NAPSE 1 NAESP 1		Essential Questions: What are the basic rules of floor hockey? What are the critical elements to be able to dribble, shoot and pass a the hockey puck? How do players on a team work together to play a game? What is the importance of staying spread out? How do you shake hands at the end of a game?
Content Outline: 1. Basic Skills - Demonstrate and have students practice: a. Dribbling • Control • Speed b. Passing and Receiving c. Shooting and Goalie Skills • Slap shot • Wrist shot 2. Team Strategies and techniques - Explain and demonstrate: a. Offensive and Defensive techniques b. Positions and staying spread out. 3. Rules and Games	NAESP 5 & 6		Classroom Ideas: Demonstrate a control and speed dribble, have students practice. Demonstrate how to pass and receive with a partner, have students practice. Demonstrate how to shoot the puck, have students practice. Demonstrate how and what to do when you are a goalie, have students practice. Demonstrate and discuss what to do when on offense and defense. Demonstrate games (Sideline hockey) and form teams to play a game.
			Teaching Notes: Organize groups to include all abilities Teams based on ability levels. Practice a signal to stop and listen, put blade of stick on your toe. During games have non-participants keep score, "officiate" games, or identify proper techniques.

Floor Hockey

Assessment Plan			
Assessment Comments			
Skill checklist during practice and games			
Questions to check for critical elements			

Vocabulary				
Dribble	Handle	Slow down		
Control	Тар	Control		
Speed	Side to Side	Shoot		
Stick	Pass	Wrist shot		
Blade	Receive	Slap shot		
Turn	Goalie Box	Strike		
Goal line	Penalty	Offense		
Hands up	Penalty Shot	Deffese		

Unit at a Glance			
Learning Topics / Standards	# of days		
Individual Techniques (dribble, passing and receiving and shooting/goalie skills)	3		
Team Techniques & Strategies (offense and defense)	1		
Skills Practice Rules and Games (modified hockey games)	3		
Assessment of skills	Through out the lesson		
Total Days (approximate)	7		

JUMP ROPE

Jump Technique, Individual Jumps and Partner Jumps Approximate length of time allotted for this unit - 9 sessions

Content	Standards	Concepts	Connections
Content	Staridards	Сопсерьз	Connections
Objectives:			Essential Questions:
1. Students will be able to know the four things needed to be a better jumper.	NASPE 2		What are the 4 things to be a better jumper?How do these 4 things help
2. Students will be able to use the	NASPE 1		you become a better jumper.
better jumper to correctly demonstrate how to jump rope.	NASIEI		jumper.
3. Students will be able to use			Classroom Ideas:
what they learned about single			• Explain and demonstrate the
person jumping and apply it to			four things to be a better
	NASPE 5&6		jumper.
4.			• Demonstrate how to do each
Content Outline: 1. Size of rope			jump before you let the kids try them.
a. Fold in half and stand			• Set up stations to practice
on it. It should come to			each jump you have taught
about waist high.			at the end of the jumping
2. Jump Technique			unit.
a. Small jumps			
b. Elbows bent and keep			Teaching Notes:
close to body			Add previously learned
c. Soft landings on balls of feet			skills to newly learned skills.
d. Keep a steady rhythm			Explain and demonstrate
3. Single Person			how to get out and put
a. Single Bounce			away the jump ropes.
(forwards and backwards)			• Show lots of different levels of tricks, because students
b. Double Bounce			will be at very different
(forwards and			skill levels with jump rope
backwards)			skills.
c. One Foot (forwards,			• Let students try some of
backwards, single,			their own jumping tricks.
double and skipping)			
d. Side swings and			
adding jump			
e. Crosses 4. Partner			
a. Face to face			
b. Side by side			
c. 2 ropes side by side			
d. Long ropes			

Jump Rope

Assessment Plan			
Assessment Comments			
Teacher observation of students			
Checking for the four things to be a better	Could be a paper assessment or just		
jumper	observation of the students		

Vocabulary					
Jump	Elbows	Forward	Crosses		
Rope	Balls of feet	Backward	Long rope		
Jump rope	Soft landing	One foot			
Handles	Single bounce	Skipping			
Rhythm	Double bounce	Side swings			

Unit at a Glance		
Learning Topics / Standards	# of days	
Jump Technique/single person	3	
Partner	3	
Stations	3	
Total Days (approximate)	9	

KICKBALL

Rules, skills, techniques and games Approximate length of time allotted for this unit - 5 sessions

NAPSE 2 NAPSE 1	Essential Questions: What are the basic rules of a kickball/softball game? How do you kick a kickball? How do players on a teamwork
NAPSE 1	How do you kick a kickball?How do players on a teamwork
	together to play a game? How do you shake hands at the end of a game?
NAESP 1	Classroom Ideas: • Demonstrate how to kick the
NAESP 5 & 6	ball and run to first base. Show all the outfield positions and where they should stand when playing them.
	Demonstrate what a rour ban is. Demonstrate a fly ball and what the base runners do it is caught or not.
	• Demonstrate what a force out is and talk about where the outfield should throw the ball if there is a force out or not.
	Demonstrate and discuss what to do when on offense and defense. Form teams and play games.
	Teaching Notes:
	 Younger grades you can have no outs. Just let all the players on one team kick and then switch. Organize groups to include all abilities Teams based on ability levels. Practice how to switch from the kicking team to the outfield and how to line up when waiting to kick. During games have non-participants keep score, "officiate" games, or identify
	NAESP 5 & 6

Kickball

Assessment Plan		
Assessment Comments		
Skill checklist during practice and games		
Questions to check for critical elements		

Vocabulary			
Kick	Over run	Pitcher	
Out	1st Base	Catcher	
Foul ball	2 nd Base	Foul Ball	
Outfield	3 rd Base	Baseline	
Infield	Home Base	Fly Ball	
Tagging up	Steal		
Force Out	Slide		
Throw	Lead off		

Unit at a Glance			
Learning Topics / Standards	# of days		
Individual Techniques (dribble, pass and shooting)	3		
Team Techniques & Strategies (offense and defense)	1		
Skills Practice Rules and Games (modified basketball games)	3		
Assessment of skills	Through out the		
	lessons		
Total Days (approximate)	7		

MANIPULATIVES

Bean bags, Hula Hoops, Playground balls and Paddles Approximate length of time allotted for this unit - 15 sessions

	Content	Standards	Concepts	Connections
Object 1. 2. 3.	Students will be able to know the critical elements to perform different non-locomotor skills with each manipulative. Students will be able to demonstrate the different non-locomotor skills with each manipulative. Students will be able to work with a partner to perform different non-locomotor	NASPE 2 NASPE 1		Essential Questions: • What critical elements do need to know to be able to do the different non-locomotor skills with each manipulative? • How do you perform the different non-locomotor skills with each manipulative? • How do using the different manipulatives affect how you do the
2.	skills. nt Outline: Bean Bags a. balancing b. catching c. throwing Hula Hoops a. Jumping b. Rolling c. Spinning Playground balls			each non-locomotor skill? Classroom Ideas: Explain and demonstrate all of the non-locomotor movements with each manipulative. Play games and activities incorporating these non-locomotor movements in the game.
4.	 a. Rolling b. Bouncing c. Underhand throw d. Overhand throw e. Catching Paddles a. Balancing b. Bouncing c. Striking 			 Teaching Notes: Add previously learned skills to newly learned skills. Explain how to use each manipulative properly. Explain and demonstrate how to get out and put away each different manipulative.

Manipulatives

Assessment Plan		
Assessment	Comments	
Teacher observation of students		
Checklist for critical elements for each non-		
locomotor movement		

		Vocabulary		
Bean bags	Hula hoops	Playground balls	Paddles	Balance
Toss	Stand	Throw	Underhand	Overhand
Catch	Roll	Spin	Jump	Bounce
Strike	Hand	Eyes	Swing	Step
Side	Target	Aim	Turn	Twist

Unit at a Glance		
Learning Topics / Standards	# of days	
Bean Bags	3	
Hula Hoops	3	
Playground Balls	3	
Paddle	3	
Games	3	
Total Days (approximate)	15	

PARACHUTE

Safety, Activities and Games

Approximate length of time allotted for this unit - 8 sessions

Content	Standards	Concepts	Connections
Objectives: 1. Students will be able to know how to use the parachute safely. 2. Students will be able to name the safety rules with the parachute.	NASPE 2 NASPE 5&6	Concepts	Essential Questions: • What are the rules to use the parachute safely? Classroom Ideas: • Explain and demonstrate how to pick up the parachute and how to hold it in your hands. • Demonstrate each activity with the students help. • Have one day where the students get to pick their favorite activities to do again in class. Teaching Notes: • Add previously learned skills to newly learned skills. • Explain and demonstrate how to hold on to the parachute and how to shake it. • Let students make up their own activities or games with the parachute.

Parachute

Assessment Plan		
Assessment Comments		
Teacher observation of students		
Checking for safety Rules	Could be a paper assessment or just observation of the students	

		Vocabula	ry	
Shake	Big	Trap	Catch	
Hold	Little	Air	Round	
Waves	Up	Stand		
Fast	Lift	Tight		
Slow	Pull	Pop		

Unit at a Glance		
Learning Topics / Standards	# of days	
Safety and Activities	4	
Games	4	
Total Days (approximate)	8	

SCOOTERS

Scooters

Approximate length of time allotted for this unit - 9 sessions

	Content	Standards	Concents	Connections
	Content	Standards	Concepts	Connections
Objecti	ves•			Essential Questions:
1.		NASPE 2		 What are the 4 rules to using the scooters safely? How do you use your hands
2.		NASPE 1		and feet to push or pull yourself on the scooters? • How do you push or pull your partner when they are
3.		NASPE 5&6		on the scooter? • How do you safely stop your partner on the scooter?
				Classroom Ideas:
Conten	t Outline:			Explain and demonstrate all
1.	Safety			the safety rules.
	a. Do not stand on			• Demonstrate how to do each
	scooter			skill before you let the kids
	b. Do not push unless			try them.
	someone is on scooter			• Play scooter games which
	c. Watch fingersd. Use hands and feet to			incorporate what we have
	come to a complete			been practicing with the scooters.
	stop before you get			Scooter Tag
	off.			Scooter Freeze Tag
2.	Single Person			Scooter Pinball
	a. Sitting push with feet			Scott i moun
	going forward and			Teaching Notes:
	backward			 Add previously learned
	b. On knees push with			skills to newly learned
	hands forward and			skills.
	backward			 Explain and demonstrate
	c. Lie on tummy push			how to get out and put
	with hands and feet			away the scooters.
	d. Hands on side and run			
2	get on and coast			
3.	Partner 2 Sitting on bottom push			
	a. Sitting on bottom push forward and backward			
	b. Sitting on knees push			
	forward and backward			
	c. Lay on tummy push			
	and pull with legs			
	d. Sit back to back			
	together and push with			
	feet			

Scooters

Assessment Plan			
Assessment	Comments		
Teacher observation of students			
Checking for the safety rules	Could be a paper assessment or just observation of the students		

Vocabulary				
Scooter	Seat			
Push	Coast			
Pull	Run			
Handle	Crash			
Wheels	Stop			

Unit at a Glance		
Learning Topics / Standards	# of days	
Safety/Single Person	3	
Safety/Partner	3	
Games	3	
Total Days (approximate)	9	

SOCCER

Dribbling, Passing and Receiving, Shooting and Goalie Skills and Games Approximate length of time allotted for this unit - 16 sessions

Content	Standards	Concepts	Connections
Objectives:			Essential Questions:
demonstrate the appropriate technique for dribbling, passing and receiving and shooting and goalie skills. 2. Students will be able to use those skills in modified games. 3. Students will develop	NASPE 1&2 NASPE 3, 4, 5&6 NASPE 5&6		 What parts of your feet do you use in soccer? Can you use your hands in soccer, if so who and when can they use them? What are the steps to dribbling? What are the steps to passing and receiving?
cooperation and respect for other participants.	TWIST E 300		What are the steps to shooting a goal?
Content Outline:			Classroom Ideas:
1. Dribbling a. Control and Speed b. Using inside, outside or top of foot			 Explain and demonstrate each skill and then have the students practice on their own.
2. Passing and Receiving a. If ball is on the ground it is easier to pass and receive b. Inside of foot			 Play different modified games or activities to work on each of the skills in more of a game type situation.
c. Outside of foot d. Instep or Laces 3. Shooting and Goalie Skills a. Use inside or laces kick b. Aiming at the sides and corners of the			 Play 1 on 1 games with the shooter vs. the goalie. Teaching Notes: Each day keep builing more and more to each of the skills taught for soccer.
goals c. Goalies low and ready to move d. Goalies infront of the goal line with hands ready			The last couple days of teaching the skill play a game that incorporates the skill. • When practicing each skill group the students based
e. Goalies pick the ball up with hands when able to 4. Games a. Poison Trees b. Bubbles c. Keep it in			on ability level. • Practice stopping on the whistle and sitting down with the ball in your lap and hands behind your back.
d. Bull in the Ring e. 1 on 1 f. Sideline Soccer g. Endline Soccer			

Soccer

Assessment Plan			
Assessment	Comments		
Teacher observation of students			
Checklist for each of the skills	Paper checklist with each student and key characteristics for each skill		

Vocabulary				
Dribble	Laces	Control	Kick	Goal Line
Foot	Тор	Speed	Shoot	Goalie Box
Inside	Toe	Pass	Goal	Trap
Outside	Tap	Receive	Goalie	Stop
Instep	Push	Slow down	Hands	Aim

Unit at a Glance		
Learning Topics / Standards	# of days	
Dribbling	4	
Passing and Receiving	4	
Shooting and Goalie Skills	4	
Games	4	
Total Days (approximate)	16	

VOLLEYBALL

Rules, skills, techniques and games Approximate length of time allotted for this unit - 7 sessions

Content Standards	Concepts Connections
Objectives:	Essential Questions:
 Students will understand the basic rules of the game. Students will demonstrate 	 What are the basic rules of a volleyballgame? What are the critical
progress towards the appropriate techniques for passing, setting, and underhand serving. NAPSE 1	elements to be able to pass, set and serve a volleyball? • How do players on a team
3. Students will develop a basic understanding of team	work together to play a game?
strategies. NAESP 1 4. Students will develop appropriate sportsmanship,	• How do you shake hands at the end of a game?
cooperation, and respect for other participants.	
Content Outline: 1. Basic Skills	Demonstrate how to hold your arms and hands when passing a volley hell and let
- Demonstrate and have students practice: a. Passing b. Setting c. Underhand Serve	passing a volleyball and let the students practice. • Demonstrate how to hold your hands when you set a volleyball and have students practice.
Team Strategies and techniques Explain and demonstrate: a. Offensive and Defensive techniques	• Demonstrate how to serve a volleyball underhand and let the students practice (Swing, Step and Strike).
3. Rules and Games	Demonstrate games (Three and over Volleyball) and form teams to play a game.
	Teaching Notes: Organize groups to include
	all abilities
	Teams based on ability levels.
	• Practice a signal to stop, hold volleyballs, and
	listen. "Sit down with ball in your lap and hands behind your back."
	During games have non-
	participants keep score, "officiate" games, or identify proper techniques.

Volleyball

Assessment Plan			
Assessment	Comments		
Skill checklist during practice and games			
Questions to check for critical elements			

Vocabulary			
Pass	Set	Swing	
Bump	Window	Strike	
Forearm	Fingertips	Heel of Hand	
Platform	Arms	Opposite	
Push	Straight	Follow through	
Freeze	Forehead	Net	
Target	Underhand Serve	Court	

Unit at a Glance			
Learning Topics / Standards	# of days		
Individual Techniques (pass, set and underhand serve)	3		
Team Techniques & Strategies (offense and defense)	1		
Skills Practice Rules and Games (modified volleyball games)	3		
Assessment of skills	Through out the		
	lesson		
Total Days (approximate)	7		

Grades 5-8 Physical Education Curriculum

GENERAL DESCRIPTION

The physical education program for students in grades five through eight provides the opportunity to expand the student's performance and understanding of fundamental movement and motor skills to more specialized movement and motor skills used in a variety of content areas. A supportive environment that provides students with opportunities to successfully interact with their new environment and peers sets the stage for a positive middle school experience. Middle school physical education programs work most effectively when they are designed for student success and emphasize learning, enjoyment, conceptual knowledge, appropriate challenges, and cooperation.

During middle school, students learn to refine, combine, and apply a variety of movement and motor skills in different physical activity settings. It is important that students have developmentally appropriate equipment and many practice opportunities throughout all their learning experiences. Middle school physical education programs continue to emphasize the importance of physical activity and personal fitness throughout the school year. Students are provided with opportunities to improve their fitness as well as to understand more advanced concepts related to physical fitness and physical activity.

Participation in physical activity also can be an important venue for the social, psychological, and emotional development of adolescents. Social skills and personal responsibility skills need to be taught and practiced and feedback given. Physical education classes provide an ideal setting for adolescents to learn and practice these skills.

Scope and Sequence of Objectives

GRADES 5-8 SUGGESTED TIMELINE

Unit	<u>Days</u>
Bases Unit	20
Basketball	10
Conditioning Workouts	8
Football	10
Soccer	10
Volleyball	10
Walking	17
Total Days	85

Comments:

5th - 8th Grade Physical Education	
Notes:	

BASES UNIT

Kickball, Softball, Baseball, Barneyball Games, Rules, Skills and Techniques Approximate length of time allotted for this unit - 20 sessions

	G/ 1 1	C 1	C :
Content	Standards	Concepts	Connections
			E 4: 10 4:
Objectives:	NIA DOE A		Essential Questions:
1. Students will understand individual games of Barney, Base/Soft, Kickball.	NAPSE 2		• What are the basic rules and skill sets in each game of bases?
2. Students will understand the basic rules of the game.	NAPSE 1		• What is a defensive strategy?
3. Students will demonstrate appropriate techniques for throwing, catching, hitting/			• What is a strategy used on offense?
kicking.	NAPSE 1		
4. Students will understand a			Classroom Ideas:
basic knowledge of individual and team			• Have students practice throwing and catching.
strategies of each game. 5. Students will develop	NAPSE 5		• Partner throw and catch, stationary and jogging.
appropriate sportsmanship,			• Fielding drills.
cooperation, and teamwork.			• Practice throwing ball to base or at runner.
Content Outline:			Work on running the
1. Rules			bases.
a. Discuss Rules			• Form teams and play
b. Model rules in a game			games to improve skills
setting			and strategies.
2. Basic Skills			and strategies.
a. Demonstrate and			Teaching Notes:
Practice			• Organize groups
• Throwing			according to abilities.
• Catching			
			• Organize teams and shift
• Fielding			opponents two or three
• Hitting			times during class
• Kicking			period.
3. Team Strategies			• Remind kids of how to
a. Explain and demonstrate			hold bat, or how to be
• Force outs			safe when kicking the
• Tagging up			ball or throwing it at an
• Situations for 1,			opponent.
2 outs.			
 Batting order 			

Bases Unit

Assessment Plan		
Assessment	Comments	
Skills checklist during games/practice		
Observe skills/techniques during games/		
practice.		

Vocabulary				
Safe	Runner	Lead off	Slide	
Out	On Deck	Tag up	Force	
Hit	Pitcher	Double	Bases	
Homerun	Bases	Single	Strike	
Swing	Home	Grand Slam	Foul	
Field	Visitor	Triple	Walk	
Batter	Batting Order	Home Run	Bunt	

Unit at a Glance		
Learning Topics / Standards	# of days	
Rules of game	4	
Individual/Partner Techniques	4	
Team Techniques	6	
Skills Practice	4	
Assessment	2	
Total	20	

BASKETBALL

Rules, Skills and Techniques

Approximate length of time allotted for this unit - 10 sessions

Content	Standards	Concepts	Connections
Objectives:			Essential Questions:
1. Students will understand the basic rules of the game.	NAPSE 2		• What are the basic rules and skill sets in the
2. Students will demonstrate appropriate techniques for passing, shooting, dribbling, defense.	NAPSE 1		game of basketball? • What is a defensive strategy? • What is a strategy used
3. Students will understand a basic knowledge of			on offense?
individual and team	NAPSE 1		
strategies. 4. Students will develop appropriate sportsmanship, cooperation, and teamwork.	NAPSE 5		 Classroom Ideas: Have students practice passing with a partner or off a wall. Groups of three on three
Content Outline:			working on passing and
1. Rules a. Discuss Rules b. Model rules in a game setting 2. Basic Skills a. Demonstrate and			shooting. • Work on dribbling while standing, walking, jogging, and running. • Form teams and play games to improve skills
Practice Passing Dribbling			and strategies. Teaching Notes:
• Shooting			Organize groups
• Rebounding 3. Team Strategies a. Explain and demonstrate • Move without ball • Defense • Pick and Roll • Give and Go			 according to abilities. Keep students from contacting each other on defense. Organize teams and shift opponents two or three times during class period. Games of 3 on 3 or 4 on 4 work well for more space.

Basketball

Assessment Plan		
Assessment	Comments	
Skills checklist during games/practice		
Observe skills/techniques during games/		
practice.		

Vocabulary			
Backboard	Chest Pass	Cut	Out of bounds
Half Court	Overhead pass	Outlet	Foul
Tip	Bounce pass	Guard	Screen
Rim	Dribble	Forward	
Key	Shot	Post	
Paint	Free throw	Zone	
	Steal	Man to Man	
Sideline	Press	Trap	
Baseline	Jump shot	Rebound	
3 pointline	Stance	Cross over	

Unit at a Glance		
Learning Topics / Standards	# of days	
Rules of game	2	
Individual/Partner Techniques	2	
Team Techniques	3	
Skills Practice	2	
Assessment	1	
Total	10	

CONDITIONING WORKOUTS

Approximate length of time allotted for this unit - 8 sessions

Content	Standards	Concepts	Connections
Objectives:			Essential Questions:
Students will develop a	NAPSE 4		What are the various
personal level of fitness.			workout routines?
2. Students will show an	NAPSE 5		What is the amount of time
appropriate level of understanding of workouts			What is the amount of time needed to complete
and participation.			workouts?
3. Students will demonstrate			
competence in skills	NAPSE 1		What are the rotations
needed to complete			when stations are used in
workouts			workouts?
Content Outline:			
Cross Country Workout			Suggested Supplements:
2. Run/Walk Workout			
3. Total Gym Workout			
4. 4 Station Workout			Teaching Notes:
5. 5 Station Workout6. Jump Rope Workout			Equipment: 1. cones
7. Exercise Equipment			2. cones
Workout			3. cones
8. 15 minute Run			4. jump ropes, ankle
			balls, cones
			5. jump ropes, cones,
			exercise equipment. 6. Jump ropes
			7. Exercise equipment
			8. Cones

Conditioning Workouts

Assessment Plan			
Assessment Comments			
Complete each workout			

Vocabulary				
Conditioning				
Workout				

Unit at a Glance		
Learning Topics / Standards	# of days	
Each individual workout	1 day	
Total	8 days	
Total Days		

FOOTBALL

Rules, Skills and Techniques

Approximate length of time allotted for this unit - 10 sessions

Content	Standards	Concepts	Connections
01: 4:			F 4:10 4:
Objectives: 1. Students will understand the basic rules of the game. 2. Students will demonstrate	NAPSE 2		• What are the basic rules and skill sets in the game of football?
appropriate techniques for throwing and catching and snapping.	NAPSE 1		What is a defensive strategy? What is a strategy used
3. Students will understand a basic knowledge of individual and team	NAPSE 1		on offense?
strategies. 4. Students will develop	NAI SE I		Classroom Ideas: • Have students practice
appropriate sportsmanship, cooperation, and teamwork.	NAPSE 5		throwing and catching in pairs. Both stationary and running.
Content Outline: 1. Rules a. Discuss Rules b. Model rules in a game			• Form teams and play games to improve skills and strategies.
setting 2. Basic Skills a. Demonstrate and			Suggested Supplements:
Practice Throwing Catching Snapping			Teaching Notes: Organize groups according to abilities. Practice putting away
3. Team Strategies a. Explain and demonstrate • Route Running • Blocking • Coverage			flags and other equipment. Organize teams and swift opponents two or three times during class period.

Football

Assessment Plan		
Assessment	Comments	
Skills checklist during games/practice		
Observe skills/techniques during games/		
practice.		

Vocabulary				
Flag	Touchdown			
Block	Tackle			
Down	2-point conversion			
Snap	Rush			
Yards	Sack			
Complete	Coverage			
Incomplete	Man-Man			
Lateral	Deflection			
End Zone	Loss			

Unit at a Glance		
Learning Topics / Standards	# of days	
Rules of game	2	
Individual/Partner Techniques	2	
Team Techniques	3	
Skills Practice	2	
Assessment	1	
Total	10	

SOCCER

Rules, Skills and Techniques

Approximate length of time allotted for this unit - 10 sessions

	Content	Standards	Concepts	Connections
Object	tives:			Essential Questions:
1.	Students will understand the basic rules of the game.	NAPSE 2		• What are the basic rules and skill sets in the
2.	Students will demonstrate appropriate techniques for passing, dribbling, kicking, and throw-ins.	NAPSE 1		game of soccer?What is a defensive strategy?What is a strategy used
3.	Students will understand a basic knowledge of individual and team	NAPSE 1		on offense?
4.	strategies. Students will develop	NAT SE 1		Classroom Ideas: • Have students practice
	appropriate sportsmanship, cooperation, and teamwork.	NAPSE 5		passing with a partner or off a wall. Groups of three on three
	nt Outline:			working on passing and
1.	Rules a. Discuss Rules b. Model rules in a game setting			shooting. • Work on dribbling while standing, walking, jogging, and running.
2.	Basic Skills a. Demonstrate and Practice Passing			• Form teams and play games to improve skills and strategies.
	DribblingKickingThrow-ins			Teaching Notes: • Organize groups according to abilities.
3.	Team Strategies a. Explain and demonstrate Move without ball Defense Passing Give and Go			 Keep students from contacting each other on defense. Games of 3 on 3 or 4 on 4 work well for more space.

Soccer

Assessment Plan		
Assessment	Comments	
Skills checklist during games/practice		
Observe skills/techniques during games/		
practice.		

Vocabulary				
Dribble	Save	Offsides	Keeper	
Shot	Goalie	Hands		
Pass	Goal	Hand ball		
Kick	Strike	Indirect		
Throw in	Heel	Cross		

Unit at a Glance		
Learning Topics / Standards	# of days	
Rules of game	2	
Individual/Partner Techniques	2	
Team Techniques	3	
Skills Practice	2	
Assessment	1	
Total	10	

VOLLEYBALL

Rules, Skills and Techniques

Approximate length of time allotted for this unit - 10 sessions

Content	Standards	Concepts	Connections
Objectives:			Essential Questions:
1. Students will understand the basic rules of the game.	NAPSE 2		• What are the basic rules and skill sets in the
2. Students will demonstrate appropriate techniques for passing, setting, hitting, and serving.	NAPSE 1		game of volleyball? • What is a defensive strategy? • What is a strategy used
3. Students will understand a basic knowledge of			on offense?
individual and team	NAPSE 1		
strategies. 4. Students will develop appropriate sportsmanship, cooperation, and teamwork.	NAPSE 5		 Classroom Ideas: Have students practice passing with a partner or off a wall. Groups of three-four
Content Outline:			playing pepper(pass, set,
1. Rules a. Discuss Rules			hit)
b. Model rules in a game setting 2. Basic Skills			Form teams and play games to improve skills and strategies.
a. Demonstrate and Practice			Teaching Notes:
PassingSettingHittingServing			Organize groups according to abilities. Practice serving underhand and
3. Team Strategies a. Explain and demonstrate • Rotations • Coverage			overhand. Organize teams and shift opponents two or three times during class period.

Volleyball

Assessment Plan		
Assessment	Comments	
Skills checklist during games/practice		
Observe skills/techniques during games/		
practice.		

Vocabulary				
Serve	In	Spike		
Pass	Out			
Set	Overhand			
Hit	Underhand			
Net	Rotation			
Rally	Setter			
Ace	Kill			
Block	Line			
Out	Volley			

Unit at a Glance		
Learning Topics / Standards	# of days	
Rules of game	2	
Individual/Partner Techniques	2	
Team Techniques	3	
Skills Practice	2	
Assessment	1	
Total	10	

WALKING

Approximate length of time allotted for this unit - 1 in every 5 sessions

Content	Standards	Concepts	Connections
Objectives: 1. Students will be able to walk for 40 minutes at a 17 min. per mile pace. 2. Students will understand the benefits of a regular lifetime walking routine. 3. Students will display the appropriate cooperation and social interaction.	NAPSE 2 NAPSE 5		 Essential Questions: How far have they walked during a session? What are the lifetime benefits of walking? What are the appropriate behaviors while we walk?
Content Outline: A. Rules 1. Stay ahead of leader's pace. 2. No running 3. Hands to self 4. Stay on sidewalk of outside of cones 5. Use appropriate language while walking	NAPSE 5		Classroom Ideas: • Demonstate walking technique Suggested Supplements: Teaching Notes:

Walking

Assessment Plan			
Assessment Comments			
Walk with students	May increase pace		

Vocabulary				
Pace				
Stride				
Arm Movement				
Body Lean				

Unit at a Glance			
Learning Topics / Standards	# of days		
Introduce Rules	5 minutes		
Walk with Students	Approx. 17 times		

Grades 9-12 Physical Education Curriculum

GENERAL DESCRIPTION

The high school experience represents the culmination of physical education instruction for students in kindergarten through grade twelve. Throughout their school years, students have experienced a planned sequence of formal physical education instructional experiences. From kindergarten through fourth grade, the content is delivered incrementally to best enable student learning at the appropriate developmental level. In fifth through eighth grade, the content is consolidated and students' skills are refined, representing a natural progression of skill sophistication. When students reach ninth grade, they are ready to integrate all that they know with all that they can do. They become capable of higher-order thinking and of more skilled performance. The high school courses provide a blueprint for delivering content in a manner that equips students to make a successful transition from the physical education instructional program to participation in physical activity during adulthood.



High school physical education is a culmination of skills learned in prior years and as a transition of these skills to remaining active as an adult.

LEARNING OBJECTIVE FRAMEWORK - $9-12^{TH}$ GRADE

Motor Skills	Knowledge/	Physically Active	Fitness	Behavior
	Literacy			Management
Goal: The learner will demonstrate competency in a variety of movement forms and proficiency in a few to gain competence toward lifetime physical activity.	Citeracy Goal: The learner will demonstrate understanding of movement concepts, principles, strategies, and tactics as they apply to the learning and performance of physical activities. NAPSE Standard 2 Apply advanced movement and game strategies Demonstrate understanding of basic game rules Show understanding of history and cultural background of selected activities Understand the link between physical activity and weight control Apply scientific/	Goal: The learner will exhibit a physically active lifestyle. NAPSE Standard 3 Understand the basic benefits of lifetime wellness Appreciate the role of fitness in a healthy lifestyle Recognize the use of physical activity as a stress reliever	Goal: The learner will show evidence of an acceptable level of health-related fitness and be familiar with factors that benefit performance. NAPSE Standard 4 Demonstrate body control, coordination, agility, and flexibility. Demonstrate cardiovascular capability Demonstrate progress on individual fitness tests Complete a valid and reliable pre and post health-enhancing fitness assessment, examine the data and develop a plan to how personal improvement toward achievement of fitness scores at an acceptable level, including monitoring of the heart Demonstrate knowledge of the terms aerobic and anaerobic, body composition,	Management Goal: The learner will exhibit responsible personal and social behavior that respects self and others while valuing physical activity for health, enjoyment, challenge, self-expression, and/or social interactions. NAPSE Standard 5 & 6 Shows acceptance of participants of all skill levels Displays respect for other students Exhibits the appropriate handling and care of equipment Displays appropriate sportsmanship Understands the rules and regulations and safety factors associated with regular participation. Shows cooperation with all participants Invites all students, regardless of ability, race, gender, etc. to participate in physical activity and displays sensitivity to the needs and feelings of others during physical activities Develops strategies to communicate
	de recopinent.		acceptable level, including monitoring of the heart Demonstrate knowledge of the terms aerobic and anaerobic, body	physical activity and displays sensitivity to the needs and feelings of others during physical activities • Develops strategies

9th & 10th Grade Physical Education

Implemented Fall of 2009 School District of Seward



GRADES 9 & 10 SUGGESTED TIMELINE

Unit	<u>Days</u>
Badminton	10
Basketball	10
Pickleball	6
Soccer	10
Softball	10
Ultimate Sports	
Volleyball	10
Total Days	

Comments:

BADMINTON

History, Rules, Skills and Techniques Approximate length of time allotted for this unit - 10 sessions

Content	Standards	Concepts	Connections
Objectives:			
 Students will understand the basic rules and history of the game. Students will demonstrate the appropriate techniques for smash, drop, clear, and 	NAPSE 2 NAPSE 1		 Essential Questions: What are the basic formations, rules and strategies of the game. Attacking strategies Defensive strategies
 serve. Students will develop a basic understanding of basic single and double team strategies. Students will develop the appropriate sportsmanship, cooperation and respect for 	NAPSE 1		Classroom Ideas: Students display sportsmanship during team and individual play. Students will understand
other participants.	NAPSE 5-6		basic tournament playWritten test will be
Content Outline: A. History and Rules 1. Games origination 2. Basic rules 3. Scoring B. Basic Skills 1. Demonstrate and have			administered to check for understanding. Students will display proper strategy for singles and doubles games.
students practice A. Serve B. Drop C. Overhead Clear D. Smash E. Forehand F. Backhand C. Team Strategies 1. Defending Strategy 2. Offensive Strategy			 Suggested Supplements: Rules and history handouts. Demonstrate officiating skills during game play. Students will use technology to find history, rules and summarize the document in essay form.
			 Teaching Notes: Use different strategies when choosing teams. Students will be able to identify rule violations during game competition.

9 - 10th Grade Physical Education

Badminton

Assessment Plan			
Assessment	Comments		
Pre-season tournament, regular and post-	Game results will be recorded		
season tournament.			
Serving assessment			
Written assessment at the conclusion of the			
unit.			

Vocabulary				
Net	Shuttle Cock	Drop Shot	Clear	Drive
Smash	Flick	Balk	Hand In	Combination
Up-Back	Side-by-Side	Rally	Volley	

Unit at a Glance		
Learning Topics / Standards	# of days	
History and basic rules	1	
Individual technique (bump, set, spike, dig, serve, block)	1	
Team techniques and strategies	2	
Skill practice	5	
Assessment	1	
Total Days (Approximate)	10	

BASKETBALL

History, Rules, Skills and Techniques

Content	Standards	Concepts	Connections
Objectives:		·	
 Students will understand the basic rules and history of the game. Students will demonstrate the appropriate techniques for 	NAPSE 2		What are the basic formations, rules and strategies of the game. Attacking strategies
passing, shooting, dribbling, defending. 3. Students will develop a basic understanding of basic team strategies.			Defensive strategies Classroom Ideas:
4. Students will develop the appropriate sportsmanship, cooperation and respect for other participants.	NAPSE 1 NAPSE 5-6		 Discuss scoring and strategies have changed the game. Students show an understanding of rules and
Content Outline:			signals when officiating.
A. History and Rules 1. Games origination 2. Basic rules 3. Scoring			 Students display sportsmanship during team play. Students will understand
B. Basic Skills 1. Demonstrate and have students practice A. Dribbling B. Passing C. Shooting D. Defending E. Rebounding C. Team Strategies			 basic tournament play Written test will be administered to check for understanding. Sideline basketball, 3v3 tournaments. 5v5 tournament, game modifications to students ability.
 Defending Strategy Offensive Strategy Screen Spacing 			 Suggested Supplements: Rules and history handouts. Demonstrate officiating skills during game play. Students will use technology to find history, rules and summarize the document in essay form.
			Teaching Notes: • Use different strategies when choosing teams. • Students apply prior learning to officiating games.

9 - 10th Grade Physical Education

Basketball

Assessment Plan			
Assessment	Comments		
Pre-season tournament, regular and post-season tournament.	Game results will be recorded		
Shooting Contest			
Written assessment at the conclusion of the unit.			
Visual Assessment of students skill level and understanding of rules.			

Vocabulary					
Traveling	Double Dribble	Screen	Violation	Foul	
Lane	Baseline	3-point line	Free throw	Field goal	
Block	Charge	Carry	Full Court	Half-court	
Press	Zone	Man	Over and Back	Elbow	
Jump Ball	Basket				

Unit at a Glance		
Learning Topics / Standards	# of days	
History and basic rules	1	
Individual technique (bump, set, spike, dig, serve, block)	1	
Team techniques and strategies	2	
Skill practice	5	
Assessment	1	
Total Days (Approximate)	10	

PICKLE BALL

History, Rules, Skills and Techniques

Content	Standards	Concepts	Connections
Objectives			
Objectives: 1. Students will understand the basic rules and history of the	NAPSE 2		Essential Questions: • What are the basic rules
game. 2. Students will demonstrate the appropriate techniques for hitting and receiving.	NAPSE 1		and strategies of the game. • Offensive strategies • Defensive strategies
 Students will develop a basic understanding of team and individual strategies. 			Classroom Ideas: • Students display
4. Students will develop the appropriate sportsmanship, cooperation and respect for other participants.	NAPSE 1		sportsmanship during team play. Students will understand basic tournament play Written test will be
Content Outline: A. History and Rules 1. Games origination 2. Basic rules	NAPSE 5-6		administered to check for understanding. Suggested Supplements:
B. Basic Skills 1. Demonstrate and have students practice A. Hitting B. Receiving C. Serving C. Team Strategies 1. Defensive Position			 Rules and history of the game handouts. Students will use technology to find history, rules and summarize the document in essay form.
Strategy 2. Offensive Position Strategy			 Teaching Notes: Use different strategies when choosing teams. Students will be able to identify rule violations during game competition.

9 - 10th Grade Physical Education

Pickle Ball

Assessment Plan		
Assessment	Comments	
Game tournaments	Game results will be recorded	
Visual assessment of students understanding		
of rules and skills.		
Written assessment at the conclusion of the		
unit.		

Vocabulary					
Balk	Clear	Smash	Drop	Serve	
Double Bounce	Non-volley Zone				

Unit at a Glance			
Learning Topics / Standards	# of days		
History and basic rules	1		
Individual technique (bump, set, spike, dig, serve, block)	1		
Team techniques and strategies	1		
Skill practice	2		
Assessment	1		
Total Days (Approximate)	6		

SOCCER

History, Rules, Skills and Techniques

Content	Standards	Concepts	Connections
Objectives		· ·	
Objectives: 1. Students will understand the basic rules and history of the	NAPSE 2		Essential Questions: • What are the basic
game. 2. Students will demonstrate the appropriate techniques for dribbling, passing, shooting, defending,	NAPSE 1		formations, positions, rules and strategies of the game. • Attacking strategies • Defensive strategies
receiving. 3. Students will develop a basic understanding of the positions and team	NAPSE 1		Classroom Ideas: • Students display sportsmanship during
strategies. 4. Students will develop the appropriate sportsmanship, cooperation and respect for other participants.	NAPSE 5-6		 team play. Students will understand basic tournament play Written test will be administered to check
Content Outline:			for understanding. • Students display an
A. History and Rules 1. Games origination 2. Basic rules 3. Positions			understanding of positioning when defending with or with out the ball.
B. Basic Skills 1. Demonstrate and have students practice A. Passing B. Dribbling C. Shooting D. Throw-in E. Goalie Play F. Defending G. Recieving			 Suggested Supplements: Rules and history of the game handouts. Students will use technology to find history, rules and summarize the document in essay form.
C. Team Strategies 1. Defending Strategy 2. Offensive Strategy 3. Goalie Play			 Teaching Notes: Use different strategies when choosing teams. Students will be able to identify rule violations during game competition. Sideline Soccer as a game activity Keep Away Games

9 - 10th Grade Physical Education

Soccer

Assessment Plan				
Assessment	Comments			
Game tournaments	Game results will be recorded			
Visual assessment of students understanding				
of rules and skills.				
Written assessment at the conclusion of the				
unit.				

Vocabulary					
Throw-in	Corner Kick	Newcomb Toss	Goalie	Forwards	
Midfield	Defenders	Free Kick	Indirect Kick	Penalty Kick	
Offense	Defense	Goal Kick	Goal Box	Off-Side	

Unit at a Glance			
Learning Topics / Standards	# of days		
History and basic rules	1		
Individual technique (bump, set, spike, dig, serve, block)	1		
Team techniques and strategies	2		
Skill practice	5		
Assessment	1		
Total Days (Approximate)	10		

SOFTBALL

History, Rules, Skills and Techniques

Content	Standards	Concepts	Connections
Objectives:			
 Students will understand the basic rules and history of the game. Students will demonstrate the appropriate techniques for hitting, throwing, fielding. 	NAPSE 1		 Essential Questions: What are the basic positions, rules and strategies of the game. Offensive strategies Defensive strategies
 Students will develop a basic understanding of the positions and team strategies. Students will develop the appropriate sportsmanship, cooperation and respect for other participants. 	NAPSE 1 NAPSE 5-6		 Classroom Ideas: Students display sportsmanship during team play. Students will understand basic tournament play Written test will be administered to check
Content Outline: A. History and Rules 1. Games origination 2. Basic rules 3. Positions B. Basic Skills 1. Demonstrate and have students practice A. Batting B. Fielding C. Throwing D. Running C. Team Strategies	TANGES		for understanding. Students display an understanding of defending positions, and batting order. Suggested Supplements: Rules and history of the game handouts. Students will use technology to find history, rules and summarize the document in essay form.
Defensive Position Strategy Batting Order Opposite Field			Teaching Notes: • Use different strategies when choosing teams. • Students will be able to identify rule violations during game competition. • Students will know all defending positions on the field.

9 - 10th Grade Physical Education

Softball

Assessment Plan				
Assessment	Comments			
Game tournaments	Game results will be recorded			
Visual assessment of students understanding				
of rules and skills.				
Written assessment at the conclusion of the				
unit.				

Vocabulary					
Single	Double	Triple	Home Run	Error	
Base Path	Infield	Outfield	Pitcher	Catcher	
Short Stop	Second Base	First Base	Third Base	Foul Ball	
Right Fielder	Left Fielder	Center Fielder	Rover	Chopped Ball	
Home Team	Visiting Team	Sacrifice	Bunt		

Unit at a Glance			
Learning Topics / Standards	# of days		
History and basic rules	1		
Individual technique (bump, set, spike, dig, serve, block)	1		
Team techniques and strategies	2		
Skill practice	5		
Assessment	1		
Total Days (Approximate)	10		

ULTIMATE SPORTS

Rules, Skills and Techniques

	Content	Standards	Concepts	Connections
Object	tives:			
1.		NAPSE 2		Essential Questions: • What are the basic rules and strategies of the
	Students will develop a basic understanding of the team play.	NAPSE 1		game? • What skills or strategies are needed to be
3.	Students will develop the appropriate sportsmanship, cooperation and respect	NAPSE 5-6		successful?
	for other participants.			Classroom Ideas: • Students display
	nt Outline:			sportsmanship during
	Rules 1. Develop an understanding of the game rules Basic Skills 1. Demonstrate an understanding of			the course of play. Suggested Supplements:
	concepts and game skills Games			
1. 2. 3. 4.	Ultimate Gator Skin Capture the Ball Dodge Ball Ultimate Frisbee 1 Base Softball Ball			Teaching Notes:

9 - 10th Grade Physical Education

	Assessm	ent Plan	[
Assessment				
Tournaments				
	f students understanding	1		
of rules, skills and e				
	Vocal	oulary		
	Unit at	a Glance	:	
Learning Topics / S	Standards			# of days

VOLLEYBALL

History, Rules, Skills and Techniques

Content	Standards	Concents	Connactions
Content	Standards	Concepts	Connections
Objectives:			
1. Students will understand the basic rules and history of the game.	NAPSE 2		• What are the basic formations, rules and
2. Students will demonstrate the appropriate techniques for serving, bumping, setting, passing, digging,	NAPSE 1		strategies of the game. • Attacking strategies • Defensive strategies
spiking and blocking. 3. Students will develop a basic understanding of basic team			Classroom Ideas: • Discuss scoring and
strategies. 4. Students will develop the appropriate sportsmanship, cooperation and respect for	NAPSE 1		strategies have changed the game. • Student's show understand of rules and
other participants.	NAPSE 5-6		signals when officiating. • Students display
Content Outline:			sportsmanship during
A. History and Rules 1. Games origination 2. Basic rules 3. Scoring B. Basic Skills 1. Demonstrate and have students practice			team play. Students will understand basic tournament play Written test will be administered to check for understanding.
A. Serving B. Bumping C. Setting D. Passing E. Digging F. Blocking G. Spiking C. Team Strategies 1. Serving Rotation 2. Front Row attack			 Suggested Supplements: Rules and history handouts. Demonstrate officiating skills during game play. Students will use technology to find history, rules and summarize the document in essay form.
3. Back row attack			 Teaching Notes: Use different strategies when choosing teams. Students apply prior learning to officiating games.

9 - 10th Grade Physical Education

Volleyball

Assessment Plan			
Assessment	Comments		
Pre-season tournament, regular and post-season tournament.	Game results will be recorded		
Serving assessment			
Written assessment at the conclusion of the unit.			

Vocabulary					
Bump	Set	Dig	Volley	Rotation	
Spike	Pass	Carry	Foul	Violations	
Jump Serve	Underhand Serve	Overhand Serve	Rally Scoring	Match	
Game					

Unit at a Glance				
Learning Topics / Standards	# of days			
History and basic rules	1			
Individual technique (bump, set, spike, dig, serve, block)	1			
Team techniques and strategies	2			
Skill practice	5			
Assessment	1			
Total Days (Approximate)	10			

Lifetime Sports Curriculum

Implemented Fall of 2009 School District of Seward



LEARNING OBJECTIVES FRAMEWORK - LIFETIME SPORTS

Motor Skills	Knowledge/	Physically Active	Fitness	Behavior Management
Goal: The learner will demonstrate competency in a variety of movement forms and proficiency in a few to gain competence toward lifetime physical activity. NAPSE Standard 1 Consolidate	Literacy Goal: The learner will demonstrate understanding of movement concepts, principles, strategies, and tactics as they apply to the learning and performance of physical activities. NAPSE Standard 2 • Apply advanced	Goal: The learner will exhibit a physically active lifestyle. NAPSE Standard 3 Understand the basic	acceptable level of health- related fitness and be familiar with factors that benefit performance. NAPSE Standard 4	Management Goal: The learner will exhibit responsible personal and social behavior that respects self and others while valuing physical activity for health, enjoyment, challenge, self-expression, and/or social interactions. NAPSE Standard 5 & 6 Shows acceptance of
previously learned basic skills to improve physical performance Demonstrate strategies in a variety of games and sports Demonstrate competence in skills needed for individual physical activity Demonstrate hand eye coordination in a variety of game skills.	movement and game strategies Demonstrate understanding of basic game rules Show understanding of history and cultural background of selected activities Understand the link between physical activity and weight control Apply scientific/	benefits of lifetime wellness Appreciate the role of fitness in a healthy lifestyle Recognize the use of physical activity as a stress reliever	control, coordination, agility, and flexibility. Demonstrate cardiovascular capability Demonstrate progress on individual fitness tests Complete a valid and reliable pre and post health- enhancing fitness assessment, examine the data and develop a plan to how personal improvement toward achievement of fitness scores at an acceptable level,	participants of all skill levels Displays respect for other students Exhibits the appropriate handling and care of equipment Displays appropriate sportsmanship Shows cooperation with all participants Invites all students, regardless of ability, race, gender, etc. to participate in physical activity and displays sensitivity to the needs and feelings of others during physical activities

K-1 SUGGESTED TIMELINE

<u>Unit</u>	<u>Days</u>
Basketball	10
Bowling	6
Badminton	10
Golf	6
Soccer	10
Softball	10
Ultimate Sports	
Volleyball	10
Total Days	

Comments:

Lifetime Sports	
Notes:	

BASKETBALL

History, Rules, Skills and Techniques

Content	Standards	Concepts	Connections
	Standards	Concepts	Connections
Objectives: 1. Students will understand the basic rules and history of the game. 2. Students will demonstrate the appropriate techniques for passing, shooting, dribbling, defending. 3. Students will develop a basic understanding of basic team strategies.	NAPSE 2 NAPSE 1		Essential Questions: • What are the basic formations, rules and strategies of the game. • Attacking strategies • Defensive strategies Classroom Ideas:
4. Students will develop the appropriate sportsmanship, cooperation and respect for other participants. Content Outline:	NAPSE 1 NAPSE 5-6		 Discuss scoring and strategies have changed the game. Students show an understanding of rules and signals when officiating.
A. History and Rules			• Students display
A. History and Rules 1. Games origination 2. Basic rules 3. Scoring B. Basic Skills 1. Demonstrate and have students practice A. Dribbling B. Passing C. Shooting D. Defending E. Rebounding C. Team Strategies 1. Defending Strategy 2. Offensive Strategy 3. Screen 4. Spacing			 Students display sportsmanship during team play. Students will understand basic tournament play Written test will be administered to check for understanding. Sideline basketball, 3v3 tournaments. 5v5 tournament, game modifications to students ability. Suggested Supplements: Rules and history handouts. Demonstrate officiating
			skills during game play. Students will use technology to find history, rules and summarize the document in essay form. Teaching Notes: Use different strategies when choosing teams. Students apply prior learning to officiating games.

Basketball

Assessment Plan				
Assessment	Comments			
Pre-season tournament, regular and post-season tournament.	Game results will be recorded			
Shooting Contest				
Written assessment at the conclusion of the unit.				
Visual Assessment of students skill level and understanding of rules.				

Vocabulary					
Traveling	Double Dribble	Screen	Violation	Foul	
Lane	Baseline	3-point line	Free throw	Field goal	
Block	Charge	Carry	Full Court	Half-court	
Press	Zone	Man	Over and Back	Elbow	
Jump Ball	Basket				

Unit at a Glance			
Learning Topics / Standards	# of days		
History and basic rules	1		
Individual technique (bump, set, spike, dig, serve, block)	1		
Team techniques and strategies	2		
Skill practice	5		
Assessment	1		
Total Days (Approximate)	10		

BOWLING

History, Rules, Skills and Techniques

Bowling

Assessment Plan			
Assessment	Comments		
League Tournaments	Scores will be recorded		
Visual assessment of students understanding			
of rules and skills.			
Written assessment at the conclusion of the			
unit.			

Vocabulary				
Hook	Straight Ball	Back-up	Foul Line	Approach Area
Turkey	Spare	Strike	Split	Pocket
Lane	Frame	Gutter		

Unit at a Glance				
Learning Topics / Standards	# of days			
History and basic rules	1			
Individual technique (bump, set, spike, dig, serve, block)	1			
Team techniques and strategies	1			
Skill practice	2			
Assessment	1			
Total Days (Approximate)	6			

BADMINTON

History, Rules, Skills and Techniques Approximate length of time allotted for this unit - 10 sessions

Content	Standards	Concepts	Connections
		1	
Objectives: 1. Students will understand the basic rules and history of the	NAPSE 2		Essential Questions: • What are the basic
game. 2. Students will demonstrate the appropriate techniques for smash, drop, clear, and serve.	NAPSE 1		formations, rules and strategies of the game. • Attacking strategies • Defensive strategies
3. Students will develop a basic understanding of basic single and double team strategies.			Classroom Ideas: • Students display sportsmanship during
4. Students will develop the appropriate sportsmanship, cooperation and respect for other participants.	NAPSE 1		team and individual play. Students will understand basic tournament play
	NAPSE 5-6		Written test will be
Content Outline: A. History and Rules 1. Games origination 2. Basic rules 3. Scoring B. Basic Skills			administered to check for understanding. • Students will display proper strategy for singles and doubles games.
1. Demonstrate and have students practice A. Serve B. Drop C. Overhead Clear D. Smash E. Forehand F. Backhand C. Team Strategies 1. Defending Strategy 2. Offensive Strategy			 Suggested Supplements: Rules and history handouts. Demonstrate officiating skills during game play. Students will use technology to find history, rules and summarize the document in essay form.
			 Teaching Notes: Use different strategies when choosing teams. Students will be able to identify rule violations during game competition.

Badminton

Assessment Plan				
Assessment	Comments			
Pre-season tournament, regular and post-season tournament.	Game results will be recorded			
Serving assessment				
Written assessment at the conclusion of the unit.				

Vocabulary				
Net	Shuttle Cock	Drop Shot	Clear	Drive
Smash	Flick	Balk	Hand In	Combination
Up-Back	Side-by-Side	Rally	Volley	

Unit at a Glance				
Learning Topics / Standards	# of days			
History and basic rules	1			
Individual technique (bump, set, spike, dig, serve, block)	1			
Team techniques and strategies	2			
Skill practice	5			
Assessment	1			
Total Days (Approximate)	10			

GOLF

History, Rules, Skills and Techniques Approximate length of time allotted for this unit - 10 sessions

Content	Standards	Concepts	Connections
Objectives:			
 Students will understand the basic rules and history of the game. Students will demonstrate 	NAPSE 2		• What are the basic rules and strategies of the game.
the appropriate techniques for hitting.3. Students will develop a basic understanding of the			Equipment ChoiceClassroom Ideas:Students display
basic rules and etiquette. 4. Students will develop the appropriate sportsmanship, cooperation and respect	NAPSE 1		sportsmanship during the course of play. • Students will understand basic scramble format.
for other participants. Content Outline: A. History and Rules	NAPSE 5-6		• Written test will be administered to check for understanding.
1. Games origination 2. Basic rules B. Basic Skills			Suggested Supplements: • Rules and history of the game handouts.
1. Demonstrate and have students practice A. Chipping B. Putting C. Driving			• Students will use technology to find history, rules and summarize the document in essay
C. Team Strategies 1. Driving, Chipping, Putting Positions. (for three			form. Teaching Notes:
person scrambles) 2. Club Selection			• Use different strategies when choosing teams. Students will be able to follow the proper rules.

Golf

Assessment Plan			
Assessment	Comments		
Tournaments	Scores will be recorded		
Visual assessment of students understanding			
of rules and skills.			
Written assessment at the conclusion of the			
unit.			
Long Drive Contest, Putting Contest			

Vocabulary				
Chip	Putt	Fairway	Rough	Fore
Hook	Slice	Eagle	Birdie	Par
Bogey	Double bogey	Triple bogey	Shank	OB
Tee box	Fringe	Flagstick	Hole	Dogleg
Fade	Ace	Cup	Bunker	Hazard

Unit at a Glance				
Learning Topics / Standards	# of days			
History and basic rules	1			
Individual technique (bump, set, spike, dig, serve, block)	1			
Team techniques and strategies	1			
Skill practice	2			
Assessment	1			
Total Days (Approximate)	6			

SOCCER

History, Rules, Skills and Techniques

Content	Standards	Concepts	Connections
Objectives:			
1. Students will understand the basic rules and history of the game.	NAPSE 2		Essential Questions: • What are the basic formations, positions,
2. Students will demonstrate the appropriate techniques for dribbling, passing, shooting, defending, receiving.	NAPSE 1		rules and strategies of the game. • Attacking strategies • Defensive strategies
3. Students will develop a basic understanding of the positions and team	NAPSE 1		Classroom Ideas: • Students display sportsmanship during
strategies. 4. Students will develop the appropriate sportsmanship,	NIA DOE 5 C		team play. • Students will understand basic tournament play
cooperation and respect for other participants.	NAPSE 5-6		Written test will be administered to check for understanding.
Content Outline: A. History and Rules			• Students display an understanding of
 Games origination Basic rules Positions 			positioning when defending with or with out the ball.
B. Basic Skills 1. Demonstrate and have			Suggested Supplements:
students practice A. Passing			• Rules and history of the game handouts.
B. Dribbling C. Shooting D. Throw-in			• Students will use technology to find history, rules and
E. Goalie PlayF. DefendingG. Recieving			summarize the document in essay form.
C. Team Strategies			Teaching Notes:
 Defending Strategy Offensive Strategy Goalie Play 			 Use different strategies when choosing teams. Students will be able to identify rule violations
			during game competition.
			Sideline Soccer as a game activityKeep Away Games

Soccer

Assessment Plan				
Assessment	Comments			
Game tournaments	Game results will be recorded			
Visual assessment of students understanding				
of rules and skills.				
Written assessment at the conclusion of the				
unit.				

Vocabulary					
Throw-in	Corner Kick	Newcomb Toss	Goalie	Forwards	
Midfield	Defenders	Free Kick	Indirect Kick	Penalty Kick	
Offense	Defense	Goal Kick	Goal Box	Off-Side	

Unit at a Glance				
Learning Topics / Standards	# of days			
History and basic rules	1			
Individual technique (bump, set, spike, dig, serve, block)	1			
Team techniques and strategies	2			
Skill practice	5			
Assessment	1			
Total Days (Approximate)	10			

SOFTBALL

History, Rules, Skills and Techniques

Content	Standards	Concepts	Connections
Objectives			
Objectives: 1. Students will understand the basic rules and history of the game.	NAPSE 2		• What are the basic positions, rules and
2. Students will demonstrate the appropriate techniques for hitting, throwing,	NAPSE 1		strategies of the game. Offensive strategies Defensive strategies
fielding. 3. Students will develop a basic understanding of the positions and team strategies.	NAPSE 1		Classroom Ideas: • Students display sportsmanship during team play.
4. Students will develop the appropriate sportsmanship, cooperation and respect for other participants.	NAPSE 5-6		 Students will understand basic tournament play Written test will be administered to check for understanding.
Content Outline: A. History and Rules 1. Games origination 2. Basic rules 3. Positions			• Students display an understanding of defending positions, and batting order.
B. Basic Skills 1. Demonstrate and have students practice A. Batting B. Fielding C. Throwing D. Running C. Team Strategies			 Suggested Supplements: Rules and history of the game handouts. Students will use technology to find history, rules and summarize the document in essay form.
Defensive Position Strategy Batting Order Opposite Field			 Teaching Notes: Use different strategies when choosing teams. Students will be able to identify rule violations during game competition. Students will know all defending positions on the field.

Softball

Assessment Plan				
Assessment	Comments			
Game tournaments	Game results will be recorded			
Visual assessment of students understanding				
of rules and skills.				
Written assessment at the conclusion of the				
unit.				

Vocabulary					
Single	Double	Triple	Home Run	Error	
Base Path	Infield	Outfield	Pitcher	Catcher	
Short Stop	Second Base	First Base	Third Base	Foul Ball	
Right Fielder	Left Fielder	Center Fielder	Rover	Chopped Ball	
Home Team	Visiting Team	Sacrifice	Bunt		

Unit at a Glance				
Learning Topics / Standards	# of days			
History and basic rules	1			
Individual technique (bump, set, spike, dig, serve, block)	1			
Team techniques and strategies	2			
Skill practice	5			
Assessment	1			
Total Days (Approximate)	10			

ULTIMATE SPORTS

Rules, Skills and Techniques

	Content	Standards	Concepts	Connections
Object	tives:			
•	Students will understand the basic rules of the	NAPSE 2		• What are the basic rules
2.	game. Students will develop a basic understanding of the team play.	NAPSE 1		and strategies of the game?What skills or strategies are needed to be
3.	Students will develop the appropriate sportsmanship,	NAPSE 5-6		successful?
	cooperation and respect	1 VI SL 3-0		
	for other participants.			Classroom Ideas: • Students display
	nt Outline:			sportsmanship during
	Rules 1. Develop an understanding of the game rules Basic Skills			the course of play.
В.	Demonstrate an understanding of concepts and game skills			Suggested Supplements:
C. 1. 2.	Games Ultimate Gator Skin Capture the Ball			Teaching Notes:
3.	Dodge Ball			
4.	Ultimate Frisbee			
5.	1 Base Softball Ball			

Ultimate Sports

		Assessm	ent Plan		
Assessment Comments					
Tournaments			Record will be	recorded	
Visual assessm of rules, skills		s understanding			
		Vocat	oulary		
		- TOCUR)uiai y		
			1		
		Unit at a	a Glance		
Learning Top	ics / Standard	s		#	of days

VOLLEYBALL

History, Rules, Skills and Techniques

		G. 1 1		
	Content	Standards	Concepts	Connections
Object	ives:			
1.	Students will understand the basic rules and history of the game.	NAPSE 2		Essential Questions: • What are the basic formations, rules and
2.		NAPSE 1		strategies of the game. • Attacking strategies • Defensive strategies
3.	spiking and blocking.			Classroom Ideas:
4	understanding of basic team strategies. Students will develop the	NAPSE 1		• Discuss scoring and strategies have changed the game.
1.	appropriate sportsmanship, cooperation and respect for other participants.	NAPSE 5-6		• Student's show understand of rules and signals when officiating.
Contor	nt Outline:			• Students display
	History and Rules 1. Games origination 2. Basic rules			sportsmanship during team play. Students will understand basic tournament play Written test will be
В.	3. ScoringBasic Skills1. Demonstrate and have students practice			administered to check for understanding.
	 A. Serving B. Bumping C. Setting D. Passing E. Digging F. Blocking G. Spiking 			 Suggested Supplements: Rules and history handouts. Demonstrate officiating skills during game play. Students will use technology to find
1 2	m Strategies . Serving Rotation . Front Row attack . Back row attack			history, rules and summarize the document in essay form.
				 Teaching Notes: Use different strategies when choosing teams. Students apply prior learning to officiating games.

Volleyball

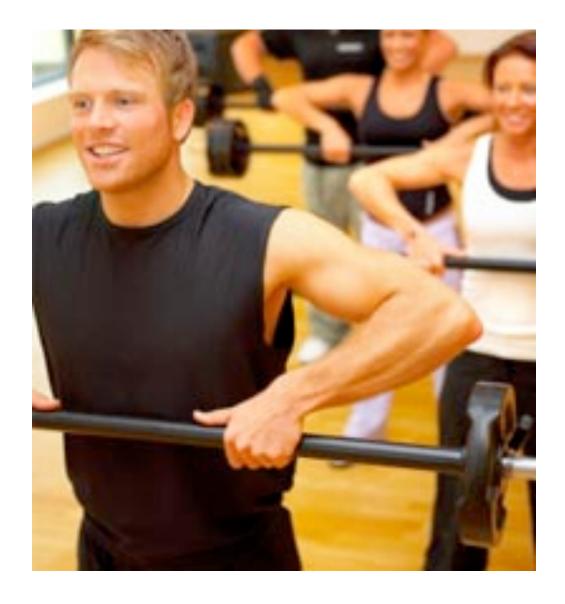
Assessment Plan				
Assessment	Comments			
Pre-season tournament, regular and post-season tournament.	Game results will be recorded			
Serving assessment				
Written assessment at the conclusion of the unit.				

Vocabulary						
Bump	Set	Dig	Volley	Rotation		
Spike	Pass	Carry	Foul	Violations		
Jump Serve	Underhand Serve	Overhand Serve	Rally Scoring	Match		
Game						

Unit at a Glance		
Learning Topics / Standards	# of days	
History and basic rules	1	
Individual technique (bump, set, spike, dig, serve, block)	1	
Team techniques and strategies	2	
Skill practice	5	
Assessment	1	
Total Days (Approximate)	10	

Strength Training Curriculum

Implemented Fall of 2009 School District of Seward



LEARNING OBJECTIVES FRAMEWORK-STRENGTH TRAINING

Motor Skills	Knowledge/	Physically	Fitness	Behavior
	Literacy	Active		Management
Goal: The learner will demonstrate competency in a variety of movement forms and proficiency in a few to gain competence toward lifetime physical activity. NAPSE Standard 1	demonstrate understanding of	Goal: The learner will exhibit a physically active lifestyle. NAPSE Standard 3	Goal: The learner will show evidence of an acceptable level of health-related fitness and be familiar with factors that benefit performance. NAPSE Standard 4	Goal: The learner will exhibit responsible personal and social behavior that respects self and others while valuing physical activity for health, enjoyment, challenge, self-expression, and/or social interactions. NAPSE Standard 5 &
 Consolidate previously learned basic skills to improve physical performance Demonstrate strategies in a variety of Stretches and Lifts Demonstrate competence in skills needed for individual physical activity Learn new skillsapplies scientific principles to learning and improving skills 	• Demonstrate understanding of basic strength training concepts • Understand the	Understand the basic benefits of lifetime wellness Appreciate the role of fitness and nutrition in a healthy lifestyle Identify resources in the community that can be accessed to maintain a physically active lifestyle	 Demonstrate body control, coordination, agility, and flexibility. Recognize the risk and safety factors associated with the regular participation in strength training Demonstrate cardiovascular capability Develop a program to improve personal level of fitness Demonstrate progress on individual weight programs Self assessment, using an individual weight program developed for each student Demonstrate knowledge of the terms essential to Strength Training 	of participants of all skill levels • Displays respect for other students

STRENGTH TRAINING SUGGESTED TIMELINE

Unit	<u>Days</u>
Total Days	

Comments:

Strength Training- Gra	des 10-12		
Notes:			

ORIENTATION AND CLASS RULES

	Content	Standards	Concepts	Connections
Object				Essential Questions:
	Clarify the goals and objectives of the strength and conditioning program. Understand appropriate	NAPSE 3		Why are you enrolled in Strength Training
	administrative decisions that lead to a safe and effective program.			Classroom Ideas:
		NAPSE 5 &		• Expose the student to the
	nt Outline:	6		class expectations and
1.	Mission Statement and Program Goals			rules associated with Strength Training
2.	\mathcal{L}			
•	Touring the Strength and Conditioning Facility			Suggested Supplements: Syllabus
•	Approved Exercises, Techniques, Spotting Guidelines, and Safety Issues			 Journal Lift sheet Text Book (Advanced Strength Training
•	Testing Procedures and Schedule			Suongm 11ummg
•	Workout Sheet			Teaching Notes:
•	Journals			Students should realize
•	Grading			the importance of a safe
3.	Requirement for Students/ Athlete			and disciplined weight room environment
•	Telephone and Music System Use			room environment
•	Facility Rules and Guidelines			
4.	Emergency Procedures			
•	Building Evacuation Plan			
•	Accidents and Injuries			
•	Fire			
•	Tornadoes and Severe Weather			
•	First Aid Kit			
5.	Conclusion			

Strength Training- Grades 10-12

Orientation and Class Rules

Assessment Plan		
Assessment	Comments	
Students will read and sign the Class Rules sheet, and hand it in to the instructor		

Vocabulary				

Unit at a Glance		
Learning Topics / Standards	# Of days	
Class Rules	1 to 2	
Class Expectations		
Safety Issues		
Grading		

PREPARING WORKOUT AND DAILY ROUTINE

Ongoing throughout the term

Content	Standards	Concepts	Connections
Objectives: 1. After exposure to proper lifts and techniques, the student will develop a personal lifting program. 2. The student will safely and effectively use their program to achieve their fitness goals. 3. Documentation will be used to adjust and revise the student's personal fitness goals. Content Outline: 1. Maxing Procedures • Demonstrate proper technique. • Warm-up, then Max. • Record maxes, run off programs. 2. Daily Objectives • Warm-up • Complete daily exercise using lifting program. • Journal	NAPSE 1-3		 Essential Questions: Did the student use proper form and technique to get a good Max for each lift? Classroom Ideas: Have students pair-up with a lifting partner that will challenge and support them. Keep the lifting environment of the room professional and safe. Use a check sheet with the lifting program to keep track of daily progress. Suggested Supplements: Fitness Equipment Water Text Book (Advanced Strength Training Teaching Notes: Students should realize the importance of a safe and disciplined weight room environment. After 5-6 weeks students should re-max, and print new weight programs. Teacher should circulate around room and be aware of students capabilities and progress.

Strength Training- grades 10-12

Preparing Workout and Daily Routine

Assessment Plan		
Assessment	Comments	
Successfully keeping a daily Journal		
Attaining a prescribed weight in their daily		
lifting progression.		

		Vocabulary		
Reps	Collars	Bench	Squats	Weight Program
Sets	Center of Gravity	Incline Bench	Back	
			Hyperextensions	
Loads	Supplements	Curls	Leg Press	
Tempo	Nutrition	Lat-Pulldowns	Hack Squat	
Eccentric	Weights	Bent-over Rows	Leg Extension	
Concentric	Equipment	Up-right Rows	Leg Curl	
Rest		Military Press	Dead Lift	
Max		Crunches	Step-ups	
Spotter			Lunges	

Unit at a Glance		
Learning Topics / Standards	# of days	
Class Rules	ongoing	
Class Expectations	ongoing	
Safety Issues	ongoing	
Grading	ongoing	
Lifts and exercises	ongoing	
Journals	ongoing	

Appendix School District of Seward

