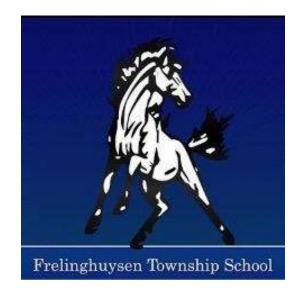
# **Frelinghuysen Township School District**



# **Physical Education Curriculum**

#### Frelinghuysen Township School District Mission Statement

Frelinghuysen Township School District is a small and caring community. Its mission is:

- To provide all students a superior individualized education
- To create strategic partnerships with parents and the community to meet students' needs
- To provide a compassionate, safe and supportive environment
- To support innovative practices by effectively leveraging technology
- To develop confident students who will be productive, contributing members of a constantly changing global society

#### **Curricular Overview**

The Physical Education Curriculum was created for Frelinghuysen School District using resources from past curriculum, the New Jersey Student Learning Standards and an analysis of the needs of our students.

The curriculum is based on the Understanding by Design (UbD) philosophy which emphasizes using a backwards design that uses goals to drive the learning plan. This ensures that instruction is focused and driven by specific learning outcomes. Units are organized into themes and learning goals, with pacing guides and suggested resources for teachers to use to guide daily instruction.

Frelinghuysen Township School seeks to provide our students with a well-rounded curriculum supported by best practices in education to guide our students throughout their entire educational journey. This curriculum was created with the intention of keeping with our mission of developing productive students through a superior, individualized education that effectively leverages technology in a safe and supportive school community.

Curriculum Written by: Shannon Bet

**Updated by: Stephanie Bonaparte** 

Board of Education adoption: September, 2022

### Grades: K-2

Unit 1: Locomotor and Non-Locomotor Skills			
DESIRED RESULTS			
	Standards		
New Jersey Student Learning Standards 2.2.2.MSC.1: Perform a combination of sequences of locomotor movements and rhythmic activities (e.g., walking, balancing, hoping, skipping, running). 2.2.2.MSC.2: Differentiate non-locomotor and locomotor movements as well transferring body weight (e.g., stretching, bending, twisting, curling). 2.2.2.MSC.3: Demonstrate manipulative movements (e.g., throwing, catching, dribbling, running, kicking) while moving in personal and general space, time, directions, pathways and ranges. 2.2.2.MSC.4: Differentiate manipulative movements (e.g., throwing, catching, dribbling).		<ul> <li>21<sup>st</sup> Century Life and Career Standards</li> <li>CRP4. Communicate clearly and effectively and with reason.</li> <li>CRP8. Utilize critical thinking to make sense of problems and persevere in solving them.</li> <li>CRP9. Model integrity, ethical leadership and effective management.</li> <li>CRP11. Use technology to enhance productivity.</li> </ul>	

	Learning	Outcomes	
<ul> <li>Demonstrate an ability to perform var (skipping, jumping, hopping, leaping, e</li> <li>Skillfully perform various non-locomot pushing, stretching, balancing, etc.).</li> <li>Correct their form when performing loc locomotor skills based on the teacher</li> <li>Demonstrate appropriate spatial awar relationships with body parts and peo</li> <li>Set a personal fitness goal that they w end of this unit.</li> <li>Demonstrate good sportsmanship and helps themselves and those around th</li> </ul>	etc.). For skills (pulling, becomotor and non- feedback. eness, effort, and ble. ill try to reach by the explain doing so	gym? (Locomoto • What are some of staying in the sar • How can you star • What are some v	lifferent ways that you can move around the
		SSMENT	
Formative	Summative		Benchmark
<ul> <li>Exit Slips</li> <li>Class discussion</li> <li>Running records</li> <li>Teacher observation</li> </ul>	<ul> <li>Alternate Assessments         <ul> <li>Performance Tasks</li> <li>Benchmark Assessments</li> </ul> </li> </ul>		<ul> <li>Unit pre and post assessments that align with personal growth</li> <li>Alternative</li> <li>Performance assessments</li> </ul>
	LEARN	ING PLAN	
		ide: 9 Weeks	
	5	Learning Activities	
<ul> <li>Musical Hula-Hoops</li> <li>Barnyard</li> <li>Save the Treasure</li> <li>Farmers and Lumberjacks</li> <li>Locomotor Relays</li> <li>Static Stretching</li> <li>Dynamic Stretching</li> <li>Tag Games</li> </ul>		-	

Hula-Hooping			
• Limbo			
Simon Says			
Follow the Leader			
Parachute			
Obstacle Course			
Skeleton Sprint			
Elf Express			
Integrated Acc	commodations and Modifications		
Special Education, ELL and 504	Gifted and Talented		
Repeat/modify directions	Flexible grouping		
Visual models	Differentiated activities (centers)		
Assistive technology	Games		
Extended time	Assistive technology		
<ul> <li>Preferred/flexible seating</li> </ul>			
Differentiated activities (centers)     Kinesthetic Activities			
<ul> <li>Sensory integration activities</li> </ul>	Critical thinking strategies		
Flexible grouping	Accelerated learning		
Games	Independent study		
Kinesthetic Activity			
Inter	disciplinary Connections		
ELA	21 <sup>st</sup> Century Skills		
Math	Problem Solving		
Science	Critical Thinking		
Social Studies	Communication		
Technology	Collaborative learning		
Character Education	Productivity		
Career Education	Real world applications		
Instruction	al and Supplemental Materials		
<u>https://www.pecentral.org/</u>			

- <u>http://physedgames.com/</u>
- <u>http://carly3.blogspot.com/</u>
- <u>https://riseathletics.fit/fun-crossfit-warm-ups/</u>
- <u>https://thephysicaleducator.com/</u>
- <u>https://www.thepespecialist.com/</u>

#### Grades: K-2

Unit 2: Movement and Rhythm				
DESIRED RESULTS				
	Standards			
New Jersey Student Learning Standards 2.2.2.PF.1: Explain the benefits of regular physical activity	Technology Standards (K-2) 8.1.2.A.4-Demonstrate developmentally appropriate navigation	21 <sup>st</sup> Century Life and Career Standards		
and what it means to be physically fit in relation to personal health. (e.g., healthy heart, strong bones, increased energy, strong muscles). 2.2.2.PF.2: Explore how to move different body parts in a	<ul><li>skills in virtual environments (i.e. games, museums).</li><li>8.1.P.C.1-Collaborate with peers by participating in interactive digital games</li></ul>	<b>CRP4.</b> Communicate clearly and effectively and with reason. <b>CRP8.</b> Utilize critical thinking to make sense of problems and		
controlled manner. 2.2.2.PF.3: Engage in moderate to vigorous age- appropriate physical movement and physical activities that promote movement (e.g., games, challenges, team building). 2.2.2.PF.4: Demonstrate strategies and skills that enable team and group members to achieve goals. 2.2.2.LF.4: Identify physical activities available outside of school that are in the community	or activities. 8.1.2.E.1-Use digital tools and online resources to explore a problem or issue.	<ul> <li>make sense of problems and persevere in solving them.</li> <li>CRP9. Model integrity, ethical leadership and effective management.</li> <li>CRP11. Use technology to enhance productivity.</li> </ul>		

<ul> <li>Students will be able to</li> <li>Demonstrate an ability to perform var different tempos, beats, and rhythms level.</li> <li>Perform and explain various movemen skills practice and applied activities at level.</li> <li>Correct mistakes when performing mot teacher feedback.</li> <li>Demonstrate age appropriate spatial a relationships with body parts, people,</li> <li>Set a personal fitness goal that they we end of this unit.</li> <li>Demonstrate good sportsmanship and helps themselves and those around the</li> </ul>	ious movements to at an age appropriate nt skills during both an age appropriate ovements based on the awareness, effort, and and objects. ill try to reach by the I explain doing so	<ul><li>to keep you heal</li><li>What are some v</li><li>How can you stay</li></ul>	to different tempos, beats, and rhythms help thy? vays that you can move? y safe while completing these activities? monstrate good sportsmanship while
ASSESSMENT			
Formative• Exit Slips• Class discussion• Running records• Teacher observation	Summative <ul> <li>Alternate Assessments</li> <li>-Performance Tasks</li> <li>-Benchmark Assessments</li> </ul>		Benchmark         • Unit pre and post assessments that align with personal growth         Alternative         • Performance assessments
LEARNING PLAN			
Pacing Guide: 3 Weeks			
Recommended Learning Activities			
<ul> <li>Dynamic Stretching</li> <li>Line Dancing</li> <li>Square Dancing</li> <li>Popular Social Dances</li> <li>Movement with Manipulatives (Scarve</li> <li>Freeze Dance</li> </ul>			

Integrated Accommo	odations and Modifications		
Special Education, ELL and 504	Gifted and Talented		
Repeat/modify directions	Flexible grouping		
Visual models	<ul> <li>Differentiated activities (centers)</li> </ul>		
Assistive technology	Games		
Preferred/flexible seating	Assistive technology		
<ul> <li>Differentiated activities (centers)</li> </ul>	Problem solving strategies		
Sensory integration activities	Kinesthetic Activities		
Flexible grouping	Critical thinking strategies		
Games	Accelerated learning		
Kinesthetic Activity	Independent study		
Interdiscipli	inary Connections		
ELA	21 <sup>st</sup> Century Skills		
Math	Problem Solving		
Science	Critical Thinking		
Social Studies	Communication		
Technology	Collaborative learning		
Character Education	Productivity		
Career Education	Real world applications		
Instructional and	Supplemental Materials		
https://www.pecentral.org/			
<ul> <li>http://physedgames.com/</li> </ul>			
http://carly3.blogspot.com/			
<ul> <li>https://riseathletics.fit/fun-crossfit-warm-ups/</li> </ul>			
<ul> <li>https://thephysicaleducator.com/</li> </ul>			
<ul> <li>https://www.thepespecialist.com/</li> </ul>			

#### Grades: K-2

Unit 3: Manipulative Skills			
DESIRED RESULTS			
	Standards		
New Jersey Student Learning Standards 2.2.2.MSC.3: Demonstrate manipulative movements (e.g., throwing, catching, dribbling, running, kicking) while moving in personal and general space, time, directions, pathways and ranges. 2.2.2.MSC.4: Differentiate manipulative movements (e.g., throwing, catching, dribbling). 2.2.2.MSC.5: Adjust and correct movements and skill in response to feedback. 2.2.2.LF.1: Express one's feeling and emotions when involved in movement and physical activities to increase positive behaviors. 2.2.2.LF.2: Perform movement skills that involve controlling and adapting posture and balance, to successfully negotiate different environments (e.g., mats, turf fields, grass fields, hard surfaces, gym floors, sand, water, snow) during physical activity. 2.2.2.LF.3: Explore the body's range of motion through participating in flexibility and breathing exercises (e.g., stretching, mindfulness, yoga).	Technology Standards (K-2) 8.1.2.A.4-Demonstrate developmentally appropriate navigation skills in virtual environments (i.e. games, museums). 8.1.P.C.1-Collaborate with peers by participating in interactive digital games or activities. 8.1.2.E.1-Use digital tools and online resources to explore a problem or issue.	<ul> <li>21<sup>st</sup> Century Life and Career Standards</li> <li>CRP4. Communicate clearly and effectively and with reason.</li> <li>CRP8. Utilize critical thinking to make sense of problems and persevere in solving them.</li> <li>CRP9. Model integrity, ethical leadership and effective management.</li> <li>CRP11. Use technology to enhance productivity.</li> </ul>	
Learning Outcomes			

	1		
<ul> <li>Students will be able to</li> <li>Demonstrate an ability to perform var skills (dribbling with hands and feet, ki throwing, etc.) at an age appropriate I</li> <li>Demonstrate age appropriate spatial a relationships with body parts, people,</li> <li>Correct their form when performing m based on the teacher feedback.</li> <li>Set a personal fitness goal that they w end of this unit.</li> <li>Demonstrate good sportsmanship and helps themselves and those around th</li> </ul>	cking, striking, evel. wareness, effort, and and objects. manipulative skills ill try to reach by the explain doing so	<ul> <li>How do you prop</li> <li>How do you prop</li> <li>How can you main these activities?</li> </ul>	perly throw a ball? (or another object) perly dribble a basketball/ a soccer ball? perly strike a ball with a bat? ke sure that you stay safe while completing nonstrate good sportsmanship while
		SMENT	
Formative	Sum	mative	Benchmark
<ul> <li>Exit Slips</li> <li>Class discussion</li> <li>Running records</li> <li>Teacher observation</li> </ul>	<ul> <li>Alternate Assessments         <ul> <li>Performance Tasks</li> <li>Benchmark Assessments</li> </ul> </li> </ul>		<ul> <li>Unit pre and post assessments that align with personal growth</li> <li>Alternative</li> <li>Performance assessments</li> </ul>
	LEARNI	NG PLAN	
	Pacing Gui	de: 9 Weeks	
	Recommended	Learning Activities	
<ul> <li>Skore</li> <li>Bocce</li> <li>Cornhole</li> <li>Ball Handling</li> <li>Balloon Bonanza</li> <li>Partner Catch</li> <li>Hula-Hooping</li> <li>Bowling Pin Bonanza</li> <li>Clean Your Room</li> <li>Hula-Hooping</li> </ul>			

	nship School District ation Curriculum
<ul> <li>Clean Your Room</li> <li>Save the Treasure</li> <li>Basketball Skills</li> <li>Volleyball Skills (Nuke 'Em)</li> <li>Wiffle Ball Skills</li> <li>Soccer Skills</li> <li>Scooter Hockey Skills</li> <li>Frisbee</li> </ul>	
	ations and Modifications
<ul> <li>Special Education, ELL and 504</li> <li>Repeat/modify directions</li> <li>Visual models</li> <li>Extended time</li> <li>Preferred/flexible seating</li> <li>Differentiated activities (centers)</li> <li>Sensory integration activities</li> <li>Flexible grouping</li> <li>Games</li> <li>Kinesthetic Activity</li> </ul>	<ul> <li>Gifted and Talented</li> <li>Flexible grouping</li> <li>Differentiated activities (centers)</li> <li>Games</li> <li>Problem solving strategies</li> <li>Kinesthetic Activities</li> <li>Critical thinking strategies</li> <li>Accelerated learning</li> <li>Independent study</li> </ul>
Interdisciplina	ary Connections
ELA Math Science Social Studies Technology Character Education Career Education	<ul> <li>21<sup>st</sup> Century Skills</li> <li>Problem Solving</li> <li>Critical Thinking</li> <li>Communication</li> <li>Collaborative learning</li> <li>Productivity</li> <li>Real world applications</li> </ul>
Instructional and Su	pplemental Materials

- <u>https://www.pecentral.org/</u>
- <u>http://physedgames.com/</u>
- <u>http://carly3.blogspot.com/</u>
- <u>https://thephysicaleducator.com/</u>
- http://www.parksun.com/Outdoor-Games/Disc-Golf/Skore-Disc-Golf-Target-Set.php
- <u>https://www.gophersport.com/</u>
- <u>https://www.thepespecialist.com/</u>

#### Grades: K-2

Unit 4: Team Activities			
DESIRED RESULTS			
	Standards		
New Jersey Student Learning Standards 2.2.2.MSC.6: Execute appropriate behaviors and etiquette while participating in and viewing activities, games, sports, and other events to contribute to a safe environment. 2.2.2.MSC.7: Demonstrate kindness towards self and others during physical activity to create a safe and caring environment. 2.2.2.MSC.8: Explain the difference between offense and defense.	Technology Standards (K-2) 8.1.2.A.4-Demonstrate developmentally appropriate navigation skills in virtual environments (i.e. games, museums). 8.1.P.C.1-Collaborate with peers by participating in interactive digital games or activities. 8.1.2.E.1-Use digital tools and online resources to explore a problem or issue.	<ul> <li>21<sup>st</sup> Century Life and Career Standards</li> <li>CRP4. Communicate clearly and effectively and with reason.</li> <li>CRP8. Utilize critical thinking to make sense of problems and persevere in solving them.</li> <li>CRP9. Model integrity, ethical leadership and effective management.</li> <li>CRP11. Use technology to enhance productivity.</li> </ul>	
Learning Outcomes			

r	Trysical Luuca			
<ul> <li>Students will be able to</li> <li>Verbally explain the difference between defense.</li> <li>Identify and apply various strategies to succeed.</li> <li>Determine how they can help their teat themselves reach their potential.</li> <li>Correct mistakes made during team and teacher feedback.</li> <li>Set a personal fitness goal that they we end of this unit.</li> <li>Demonstrate good sportsmanship and helps themselves and those around th</li> </ul>	o help their team ammates and ctivities based on the ill try to reach by the explain doing so	<ul> <li>What are some of help your team, f</li> <li>What can you do</li> <li>What are some t this activity?</li> </ul>	rence between offense and defense? offensive (and defensive) strategies that can for this activity? to help your teammates? things we can do to help us stay safe during nonstrate good sportsmanship while	
ASSESSMENT				
Formative	Sum	mative	Benchmark	
<ul> <li>Exit Slips</li> <li>Journals</li> <li>Class discussion</li> <li>Running records</li> <li>Teacher observation</li> </ul>	<ul> <li>Alternate Assessments         <ul> <li>Performance Tasks</li> <li>Benchmark Assessments</li> </ul> </li> </ul>		<ul> <li>Unit pre and post assessments that align with personal growth Alternative</li> <li>Performance assessments</li> </ul>	
	LEARNI	NG PLAN		
	Pacing Guid	de: 16 Weeks		
Recommended Learning Activities				
<ul> <li>Basketball</li> <li>Scooter Hockey</li> <li>Soccer</li> <li>Nuke 'Em</li> <li>Team Memory</li> <li>Save the Treasure</li> <li>Witches and Candy</li> <li>Skeleton Sprint</li> </ul>				

	wnship School District cation Curriculum
<ul> <li>Do You Want to Build a Snowman?</li> <li>Elf Express</li> <li>Clean Your Room</li> <li>Kickball</li> <li>Tee Ball/ Wiffle Ball</li> <li>Skore</li> <li>Relay Races</li> <li>Obstacle Courses</li> </ul>	
Integrated Accommo	dations and Modifications
<ul> <li>Special Education, ELL and 504</li> <li>Repeat/modify directions</li> <li>Visual models</li> <li>Extended time</li> <li>Preferred/flexible seating</li> <li>Differentiated activities (centers)</li> <li>Sensory integration activities</li> <li>Flexible grouping</li> <li>Games</li> <li>Kinesthetic Activity</li> </ul>	<ul> <li>Gifted and Talented</li> <li>Flexible grouping</li> <li>Differentiated activities (centers)</li> <li>Games</li> <li>Problem solving strategies</li> <li>Kinesthetic Activities</li> <li>Critical thinking strategies</li> <li>Accelerated learning</li> <li>Independent study</li> </ul>
Interdiscipli	nary Connections
ELA Math Science Social Studies Technology Character Education Career Education	21 <sup>st</sup> Century Skills Problem Solving Critical Thinking Communication Collaborative learning Productivity Real world applications

Instructional and Supplemental Materials

- <u>https://www.pecentral.org/</u>
- <u>http://physedgames.com/</u>
- <u>http://carly3.blogspot.com/</u>
- <u>https://riseathletics.fit/fun-crossfit-warm-ups/</u>
- <u>https://thephysicaleducator.com/</u>
- <u>http://www.parksun.com/Outdoor-Games/Disc-Golf/Skore-Disc-Golf-Target-Set.php</u>
- <u>https://www.gophersport.com/</u>
- <u>https://www.thepespecialist.com/</u>

### **Physical Education Leveled Text Reading Resource List**

PE2theMax by JD Hughes We are the Ship: The Story of Negro League Baseball by Kadir Nelson Yankee Town Featuring Robbie the Rookie by Aimee Aryal Becoming Babe Ruth by Matt Tavares Intermediate No We Are Not Playing Dodgeball by Mike Bohannon The Snowy Day by Ezra Jack Keats The Driftwood Ball by Thomas Docherty SHH! We Have a Plan by Chri ach Gets Some Exercise by Sarah, Duchess of York Play Ball, Amelia Bedelia by Peggy Parish Magic Treehouse #16 – Hour of the Olympics by Mary Pope Osbourne The Littlest Leaguer by Syd Hoff Fred and Ted Go Camping by Peter Eastman Flat Stanley at Bat by Jeff Brown and Macky Pamintuan Tae Kwon Do! by Terry Pierce and Todd Bonita Lily's Lucky Leotard (a first graphic novel) by Cari Meister Basketball is Fun by Robin Nelson Let's Talk Baseball by Janice Behrens & Let's Talk Basketball by Amanda Miller Fishing by Julie K. Lundgren Keeping Fit by Emily K. Green National Geographic Readers: Race Day! by Gail Tuchman Cheerleading by Holly Karapetkova Cool Skateboarding Facts by Sandy Donovan and Gail Saunders-Smith, PhD Kick, Pass, and Run by Leonard Kessler I want to be a Gymnast by Kate Simkins To Dance: A Ballerina's Graphic Novel by Siena Cherson Siegel & Mark Siegel Hamster Camp – How Harry Got Fit by Teresa Bateman Winner's Never Quit by Mia Hamm Baseball Saved Us by Ken Mochizuki Players in Pigtails by Shana Corey

Advanced

Dream Big: Michael Jordan and the Pursuit of Olympic Gold by Deloris Jordan Get Up and Go! by Nancy Carlson You can Do It! by Tony Dungyst Haughton

#### Beginner

My Daddy is a Pretzel by Baron Baptiste Elephants Cannot Dance, Watch me Throw the Ball by Mo Willems Curious George Rides a Bike, Curious George Goes Fishing, Curious George at the Baseball Game by H. A. Rey Angelina Ballerina Ice Skates by Katharine Holabird Clifford's Field Day by Norma Bridwell Dora Plays Sports by Alison Inches Jake and the Never Land Pirates Surfin' Turf by Melinda LaRose Babar's Yoga for Elephants by Laurent de Brunhoff The Berenstain Bears Go Out for the Team by Stan and Jan Berenstain Learning to Ski with Mr. Magee by Chris Van Dusen Maisy Learns to Swim by Lucy Cousins Dino-Basketball, Dino-Baseball and Dino-Football by Lisa Wheeler Mooses Come Walking by Arlo Guthrie Ladybug Girl Plays by Jacky Davis Duck on a Bike by David Shannon Spot Loves Sports by Eric Hill Froggy Plays Soccer, Froggy Plays T-ball by Jonathan London The Magic Hockey Stick by Peter Maloney Sally Jean, the Bicycle Queen by Cari Best Casey at the Bat by Ernest L. Thayer Mitchell Goes Bowling by Hallie Duran First Sail: An Adventure Story Designed to Help New Sailors Learn the Ropes by Richard Henderson Stretch by Doreen Cronin and Scott Menchin

### Grades: 3-4

Unit 1: Fitness DESIRED RESULTS		
New Jersey Student Learning Standards 2.2.5.PF.1: Identify the physical, social, emotional, and intellectual benefits of regular physical activity that effect personal health. 2.2.5.PF.2: Accept and respect others of all skill levels and abilities during participation. 2.2.5.PF.3: Participate in moderate to vigorous age-appropriate physical fitness activities and build the skills that address each component of health-related fitness (e.g., endurance, strength, speed, agility, flexibility, balance). 2.2.5.PF.4: Develop a short term and/or a long-term health- related fitness goal (e.g., cardiorespiratory endurance 'heart & lungs', muscular strength, muscular endurance, flexibility, body composition, nutrition) to evaluate personal health. 2.2.5.PF.5: Determine how different factors influence personal fitness and other healthy lifestyle choices (e.g., heredity, physical activity, nutrition, sleep, technology). 2.2.5.LF.1: Explain the need to engage in physical activities on a voluntary basis for emotional and physical enjoyment. 2.2.5.LF.3: Proactively engage in movement and physical activity for enjoyment individually or with others. 2.2.5.LF.4: Perform and increase the range of motion in dynamic stretching and breathing exercises (e.g., dynamic cardiovascular warm-up exercises, martial arts, aerobics, yoga) 2.2.5.LF.5: Describe how community resources could be used to support participation in a variety of physical activities, sports and wellness	Technology Standards (3-5) 8.1.5.A.1-Select and use the appropriate digital tools and resources to accomplish a variety of tasks including solving problems. 8.1.P.C.1-Collaborate with peers by participating in interactive digital games or activities. 8.1.5.E.1-Use digital tools to research and evaluate the accuracy of, relevance to, and appropriateness of using print and non-print electronic information sources to complete a variety of tasks.	<ul> <li>21<sup>st</sup> Century Life and Career Standards</li> <li>CRP2. Apply appropriate academic and technical skills.</li> <li>CRP4. Communicate clearly and effectively and with reason.</li> <li>CRP9. Model integrity, ethical leadership and effective management.</li> <li>CRP11. Use technology to enhance productivity.</li> </ul>

Learning Outcomes			
<ul> <li>Provide examples of the personal berregular physical activity.</li> <li>List the Five Components of Fitness.</li> <li>Explain the Component of Fitness that would be categorized with.</li> <li>Set a personal fitness goal, based on Test Scores from October, and explair reach that goal when they complete the Document their progress in a fitness year (Activities, Heart Rate, Steps/Cla)</li> <li>Determine different factors that migh physical fitness.</li> <li>Correct mistakes made during Fitness teacher feedback and explain why the beneficial.</li> <li>Provide examples of how they display sportsmanship and explain how doing themselves, their teammates, and the section of the section of the section of the section.</li> </ul>	t each Fitness Activity their Personal Fitness in how they plan to the Fitness Test in April. fournal throughout the ss). It impact a person's Testing based on the e correction was yed good g so was helpful to	<ul> <li>What are some o</li> <li>What are the Five</li> <li>What are the diff Testing?</li> <li>Can you place ea Component of Fit</li> <li>Why is it importa</li> <li>What are the ber throughout the y</li> <li>What are some the does on a given F</li> <li>How can you stay</li> <li>What are some e sportsmanship the</li> </ul>	activity important? If the physical benefits of exercising regularly e Components of Fitness? Ferent activities that we use for our Fitness ch Fitness Test Activity with the correct tness that it measures? Int to set personal goals? nefits of documenting your progress ear? hings that might impact how well someone
	ASSESS	MENT	
Formative	Summ	native	Benchmark
<ul> <li>Exit Slips</li> <li>Class discussion</li> <li>Running records</li> <li>Teacher observation</li> </ul>			Unit pre and post assessments that align with personal growth Alternative

rigsical Education curriculum				
LEARNING PLAN				
Pacing Guide: 9 Weeks				
Recommended Learning Activities				
<ul> <li>Alternate Assessments         <ul> <li>Mile Run/½ Mile Run</li> <li>Shuttle Run</li> <li>Shuttle Run</li> <li>Sit and Reach</li> <li>Back Stretch</li> <li>Sit-Ups (one minute)</li> <li>Pull-Ups/ Flexed Arm Hang</li> <li>Vertical Jump</li> </ul> </li> </ul>				
Integrated Accommoda	ations and Modifications			
Special Education, ELL and 504 <ul> <li>Repeat/modify directions</li> <li>Visual models</li> <li>Extended time</li> <li>Preferred/flexible seating</li> <li>Differentiated activities (centers)</li> <li>Sensory integration activities</li> <li>Flexible grouping</li> <li>Games</li> <li>Kinesthetic Activity</li> </ul>	Gifted and Talented <ul> <li>Flexible grouping</li> <li>Differentiated activities (centers)</li> <li>Games</li> <li>Problem solving strategies</li> <li>Kinesthetic Activities</li> <li>Critical thinking strategies</li> <li>Accelerated learning</li> <li>Independent study</li> </ul> ry Connections			
ELA	21 <sup>st</sup> Century Skills			
Math Science Social Studies Technology Character Education Career Education	<ul> <li>Problem Solving</li> <li>Critical Thinking</li> <li>Communication</li> <li>Collaborative learning</li> <li>Productivity</li> <li>Real world applications</li> </ul>			

Instructional and Supplemental Materials

- <u>https://www.pecentral.org/</u>
- <u>https://thephysicaleducator.com/</u>
- <u>https://www.gophersport.com/</u>
- <u>https://www.thepespecialist.com/</u>

### Grades: 3-4

Unit 2: Manipulative Skills		
DESIRED RESULTS		
Standards		
New Jersey Student Learning Standards 2.2.5.MSC.5: Correct movement skills and analyze concepts in response to external feedback and self-evaluation with understanding and demonstrating how the change improves performance 2.2.5.MSC.1: Demonstrate body management skills and control when moving in relation to others, objects, and boundaries in personal and general space (e.g., coordination, balance, flexibility, agility). 2.2.5.MSC.2: Explain and demonstrate movement sequences, individually and with others, in response to various tempos, rhythms, and musical styles. 2.2.5.MSC.3: Demonstrate and perform movement skills with developmentally appropriate control in isolated settings (e.g., skill practice) and applied settings (e.g., games, sports, dance, recreational activities). 2.2.5.MSC.4: Develop the necessary body control to improve stability and balance during movement and physical activity.	Technology Standards (3-5) 8.1.5.A.1-Select and use the appropriate digital tools and resources to accomplish a variety of tasks including solving problems. 8.1.P.C.1-Collaborate with peers by participating in interactive digital games or activities. 8.1.5.E.1-Use digital tools to research and evaluate the accuracy of, relevance to, and appropriateness of using print and non-print electronic information sources to complete a variety of tasks.	<ul> <li>21<sup>st</sup> Century Life and Career Standards</li> <li>CRP2. Apply appropriate academic and technical skills.</li> <li>CRP4. Communicate clearly and effectively and with reason.</li> <li>CRP8. Utilize critical thinking to make sense of problems and persevere in solving them.</li> <li>CRP9. Model integrity, ethical leadership and effective management.</li> <li>CRP11. Use technology to enhance productivity.</li> </ul>

<ul> <li>object, underhan</li> <li>How does dribbli basketball?</li> <li>What are the pro Wiffle Ball, Baseb</li> <li>What can you do</li> <li>How can you mal these activities?</li> </ul>	oper steps for throwing a ball? (or another ad and overhand) ing a soccer ball differ from dribbling a oper steps for hitting a ball with a bat, like in
	ant to demonstrate good sportsmanship?
MENT	
ative ments sks essments	Benchmark <ul> <li>Unit pre and post assessments that align with personal growth</li> <li>Alternative</li> <li>Performance assessments</li> </ul>
<b>Γ</b> ΡΙ ΔΝ	
-	
、 <i>)</i>	

- Castles
- Basketball Skills
- Soccer Skills
- Floor Hockey Skills
- Nuke 'Em Skills
- Wiffle Ball Skills
- Kickball Skills
- Sink the Ship
- Handball Skills
- Speedball Skills

### Integrated Accommodations and Modifications

Special Education, ELL and 504	Gifted and Talented			
Repeat/modify directions	Flexible grouping			
Visual models	Differentiated activities (centers)			
Extended time	Games			
<ul> <li>Preferred/flexible seating</li> </ul>	Problem solving strategies			
<ul> <li>Differentiated activities (centers)</li> </ul>	Kinesthetic Activities			
<ul> <li>Sensory integration activities</li> </ul>	Critical thinking strategies			
Flexible grouping	Accelerated learning			
Games	Independent study			
Kinesthetic Activity				
Interdisciplir	ary Connections			
ELA	21 <sup>st</sup> Century Skills			
Math	Problem Solving			
Science	Critical Thinking			
Social Studies	Communication			
Technology	Collaborative learning			
Character Education	Productivity			
Career Education	Real world applications			

Instructional and Supplemental Materials	
<u>https://www.pecentral.org/</u>	
<u>http://physedgames.com/</u>	
http://carly3.blogspot.com/	
https://thephysicaleducator.com/	
https://www.gophersport.com/	
<ul> <li>https://www.thepespecialist.com/</li> </ul>	

### Grades 3-4

Unit 3: Movement and Rhythm DESIRED RESULTS Standards					
			New Jersey Student Learning Standards 2.2.5.MSC.1: Demonstrate body management	Technology Standards (3-5) 8.1.5.A.1-Select and use the appropriate digital tools and resources to accomplish a variety	21 <sup>st</sup> Century Life and Career Standards
			skills and control when moving in relation to others, objects, and boundaries in personal and general space (e.g., coordination, balance,	of tasks including solving problems. 8.1.P.C.1-Collaborate with peers by participating in interactive digital games or activities.	<b>CRP2.</b> Apply appropriate academic and technical skills.
flexibility, agility). 2.2.5.MSC.2: Explain and demonstrate movement sequences, individually and with others, in	8.1.5.E.1-Use digital tools to research and evaluate the accuracy of, relevance to, and appropriateness of using print and non-print electronic information	<b>CRP4.</b> Communicate clearly and effectively and with reason.			
response to various tempos, rhythms, and musical styles. 2.2.5.MSC.3: Demonstrate and perform movement skills with developmentally	sources to complete a variety of tasks.	<b>CRP8.</b> Utilize critical thinking to make sense of problems and persevere in solving them.			
appropriate control in isolated settings (e.g., skill practice) and applied settings (e.g., games, sports, dance, recreational activities).		<b>CRP9.</b> Model integrity, ethical leadership and effective management.			
2.2.5.MSC.4: Develop the necessary body control to improve stability and balance during movement and physical activity.		<b>CRP11.</b> Use technology to enhance productivity.			

	Learning Outcom	nes	
<ul> <li>tempos, beats, and rhythms.</li> <li>Skillfully perform and verbally eduring both skills practice and a appropriate level.</li> <li>Correct their form when perfort teacher feedback and explain verback and explain verback and explain stretcher stretcher body parts, performing body by the end of this unit.</li> <li>Provide examples of how the verback and the stretcher body by the stretcher by the stretcher body by the stretcher b</li></ul>	orm various movements to different explain various movement skills applied activities at an age ming movements based on the why the correction was beneficial. spatial awareness, effort, and	<ul> <li>perform k</li> <li>How can a group) ar and rhyth</li> <li>What are have) to r these cor</li> <li>How can a activities</li> <li>What are good spot</li> </ul>	some movement sequences that you can by yourself/ with others? you make sure that you (and your partner/ e moving in response to the current tempo m? some corrections that you have had (or might make to your movements, and how might rections be helpful to you? you stay safe while completing these some examples of how you can demonstrate rtsmanship throughout this activity? important to demonstrate good
	ASSESSMENT		
Formativa	Summative		Benchmark
Formative			
Exit Slips	Alternate Assessments		Unit pre and post assessments that
• Exit Slips	Alternate Assessments	s	Unit pre and post assessments that
<ul><li>Exit Slips</li><li>Class discussion</li></ul>	Alternate Assessments     -Performance Tasks	s	• Unit pre and post assessments that align with personal growth
<ul><li>Exit Slips</li><li>Class discussion</li><li>Running records</li></ul>	Alternate Assessments     -Performance Tasks	-	Unit pre and post assessments that align with personal growth Alternative
<ul><li>Exit Slips</li><li>Class discussion</li><li>Running records</li></ul>	Alternate Assessments     -Performance Tasks     -Benchmark Assessments	N	Unit pre and post assessments that align with personal growth Alternative
<ul><li>Exit Slips</li><li>Class discussion</li><li>Running records</li></ul>	Alternate Assessments     -Performance Tasks     -Benchmark Assessments     LEARNING PLA     Pacing Guide: 9 W	N eeks	Unit pre and post assessments that align with personal growth Alternative
<ul><li>Exit Slips</li><li>Class discussion</li><li>Running records</li></ul>	Alternate Assessments     -Performance Tasks     -Benchmark Assessments     LEARNING PLA	N eeks	Unit pre and post assessments that align with personal growth Alternative
<ul> <li>Exit Slips</li> <li>Class discussion</li> <li>Running records</li> <li>Teacher observation</li> </ul>	Alternate Assessments     -Performance Tasks     -Benchmark Assessments     LEARNING PLA     Pacing Guide: 9 W	N eeks	Unit pre and post assessments that align with personal growth Alternative
<ul> <li>Exit Slips</li> <li>Class discussion</li> <li>Running records</li> <li>Teacher observation</li> </ul>	Alternate Assessments     -Performance Tasks     -Benchmark Assessments     LEARNING PLA     Pacing Guide: 9 W	N eeks	Unit pre and post assessments that align with personal growth Alternative

<ul> <li>Movement with Manipulatives (Scarves, pool noodle</li> <li>Freeze Dance</li> </ul>	es, bean bags, etc.)	
Integrated Acc	ommodations and Modifications	
Special Education, ELL and 504	Gifted and Talented	
<ul> <li>Repeat/modify directions</li> </ul>	Flexible grouping	
Visual models	<ul> <li>Differentiated activities (centers)</li> </ul>	
Extended time	Games	
<ul> <li>Preferred/flexible seating</li> </ul>	<ul> <li>Problem solving strategies</li> </ul>	
<ul> <li>Differentiated activities (centers)</li> </ul>	Kinesthetic Activities	
<ul> <li>Sensory integration activities</li> </ul>	Critical thinking strategies	
Flexible grouping	Accelerated learning	
Games	Independent study	
Kinesthetic Activity		
Interd	disciplinary Connections	
ELA	21 <sup>st</sup> Century Skills	
Math	Problem Solving	
Science	Critical Thinking	
Social Studies	Communication	
Technology	Collaborative learning	
Character Education	Productivity	
Career Education	Real world applications	
Instructiona	al and Supplemental Materials	
<ul> <li><u>https://www.pecentral.org/</u></li> </ul>		
<ul> <li><u>http://physedgames.com/</u></li> </ul>		
<ul> <li><u>http://carly3.blogspot.com/</u></li> </ul>		
<ul> <li><u>https://riseathletics.fit/fun-crossfit-warm-ups/</u></li> </ul>		
<ul> <li><u>https://thephysicaleducator.com/</u></li> </ul>		
<ul> <li><u>https://www.thepespecialist.com/</u></li> </ul>		

### Grades: 3-4

Unit 4: Team Activities DESIRED RESULTS		
New Jersey Student Learning Standards 2.2.5.MSC.6: Execute appropriate behaviors and etiquette while participating as a player and viewing as an observer during physical activity, games, and other events, contributes to a safe environment. 2.2.5.MSC.7: Apply specific rules, strategies, and procedures for specific physical activity, games, and sports in a safe active environment.	Standards         [3-5] 8.1.5.A.1-Select and use the appropriate digital tools and resources to accomplish a variety of tasks including solving problems.         8.1.P.C.1-Collaborate with peers by participating in interactive digital games or activities.         8.1.5.E.1-Use digital tools to research and evaluate the accuracy of, relevance to, and appropriateness of using print and non-print electronic information sources to complete a variety of tasks.	<ul> <li>21<sup>st</sup> Century Life and Career Standards</li> <li>CRP2. Apply appropriate academic and technical skills.</li> <li>CRP4. Communicate clearly and effectively and with reason.</li> <li>CRP8. Utilize critical thinking to make sense of problems and persevere in solving them.</li> <li>CRP9. Model integrity, ethical leadership and effective management.</li> <li>CRP11. Use technology to enhance productivity.</li> </ul>

	Learning	Outcomes	
<ul> <li>Students will be able to</li> <li>Verbally explain and provide examples of the different roles between offensive and defensive players.</li> <li>Identify and apply various strategies that would be beneficial to offensive players/ defensive players.</li> <li>Determine how they can motivate their teammates and themselves to reach their full potential.</li> <li>Correct mistakes made during team activities based on the teacher feedback and explain why the correction was beneficial.</li> <li>Set a personal fitness goal and explain how they plan to reach that goal by the end of this unit.</li> <li>Provide examples of how they displayed good sportsmanship and explain how doing so was helpful to themselves, their teammates, and the rest of their class.</li> </ul>		<ul> <li>Students will be able to answer</li> <li>What are the roles of an offensive player/ defensive player for this activity?</li> <li>What are some offensive (and defensive) strategies that can help your team, for this activity? How would these offensive/ defensive strategies help your team?</li> <li>What are some strategies that you can use to make sure that you are motivated to reach your full potential for this activity?</li> <li>What are some strategies that you can use to make sure that your teammates are motivated to reach their full potential for this activity?</li> <li>How can you stay safe while completing these activities?</li> <li>What are some examples of how you can demonstrate good sportsmanship throughout this activity?</li> <li>Why is it important to demonstrate good sportsmanship?</li> </ul>	
		SMENT	
Formative	Summative		Benchmark
<ul> <li>Exit Slips</li> <li>Class discussion</li> <li>Running records</li> <li>Teacher observation</li> </ul>	<ul> <li>Alternate Assessments         <ul> <li>Performance Tasks</li> <li>Benchmark Assessments</li> </ul> </li> </ul>		<ul> <li>Unit pre and post assessments that align with personal growth</li> <li>Alternative</li> <li>Performance assessments</li> </ul>
LEARNING PLAN     Performance assessments			
		le: 16 Weeks	
		earning Activities	
<ul> <li>Soccer</li> <li>Basketball</li> <li>Kickball/Box Ball</li> <li>Floor Hockey</li> <li>Nuke 'Em</li> <li>Quidditch</li> </ul>			

Handball			
Speedball			
Wiffle Ball			
Castles			
Sink the Ship			
Bowling Pin Bonanza			
Skore			
Relay Races			
Pirate Ball			
Capture the Pig			
Elf Express			
Holiday Dash			
Poison Ball			
Integrated Accommodations and Modifications			
Special Education, ELL and 504	Gifted and Talented		
Repeat/modify directions	Flexible grouping		
Visual models	Differentiated activities (centers)		
Extended time	Games		
<ul> <li>Preferred/flexible seating</li> </ul>	Problem solving strategies		
<ul> <li>Differentiated activities (centers)</li> </ul>	Kinesthetic Activities		
Sensory integration activities	Critical thinking strategies		
Flexible grouping	Accelerated learning		
Games	Independent study		
Kinesthetic Activity			
Interdisciplinary Connections			
ELA	21 <sup>st</sup> Century Skills		
Math	Problem Solving		
Science	Critical Thinking		
Social Studies	Communication		
Technology	Collaborative learning		
Character Education	Productivity		
Career Education	Real world applications		

Instructional and Supplemental Materials

- <u>https://www.pecentral.org/</u>
- <u>http://physedgames.com/</u>
- <u>http://carly3.blogspot.com/</u>
- <u>https://thephysicaleducator.com/</u>
- <u>http://www.parksun.com/Outdoor-Games/Disc-Golf/Skore-Disc-Golf-Target-Set.php</u>
- <u>https://www.gophersport.com/</u>
- <u>https://www.thepespecialist.com/</u>
- <a href="https://sparkpe.org/">https://sparkpe.org/</a>

### **Physical Education Leveled Text Reading Resource List**

Advanced PE2theMax by JD Hughes We are the Ship: The Story of Negro League Baseball by Kadir Nelson Yankee Town Featuring Robbie the Rookie by Aimee Aryal Becoming Babe Ruth by Matt Tavares Intermediate No We Are Not Playing Dodgeball by Mike Bohannon The Snowy Day by Ezra Jack Keats The Driftwood Ball by Thomas Docherty SHH! We Have a Plan by Chri ach Gets Some Exercise by Sarah, Duchess of York Play Ball, Amelia Bedelia by Peggy Parish Magic Treehouse #16 – Hour of the Olympics by Mary Pope Osbourne The Littlest Leaguer by Syd Hoff Fred and Ted Go Camping by Peter Eastman Flat Stanley at Bat by Jeff Brown and Macky Pamintuan Tae Kwon Do! by Terry Pierce and Todd Bonita Lily's Lucky Leotard (a first graphic novel) by Cari Meister Basketball is Fun by Robin Nelson Let's Talk Baseball by Janice Behrens & Let's Talk Basketball by Amanda Miller Fishing by Julie K. Lundgren Keeping Fit by Emily K. Green National Geographic Readers: Race Day! by Gail Tuchman Cheerleading by Holly Karapetkova Cool Skateboarding Facts by Sandy Donovan and Gail Saunders-Smith, PhD Kick, Pass, and Run by Leonard Kessler I want to be a Gymnast by Kate Simkins To Dance: A Ballerina's Graphic Novel by Siena Cherson Siegel & Mark Siegel Hamster Camp – How Harry Got Fit by Teresa Bateman Winner's Never Quit by Mia Hamm Baseball Saved Us by Ken Mochizuki Players in Pigtails by Shana Corey

Dream Big: Michael Jordan and the Pursuit of Olympic Gold by Deloris Jordan Get Up and Go! by Nancy Carlson You can Do It! by Tony Dungyst Haughton

#### Beginner

My Daddy is a Pretzel by Baron Baptiste Elephants Cannot Dance, Watch me Throw the Ball by Mo Willems Curious George Rides a Bike, Curious George Goes Fishing, Curious George at the Baseball Game by H. A. Rey Angelina Ballerina Ice Skates by Katharine Holabird Clifford's Field Day by Norma Bridwell Dora Plays Sports by Alison Inches Jake and the Never Land Pirates Surfin' Turf by Melinda LaRose Babar's Yoga for Elephants by Laurent de Brunhoff The Berenstain Bears Go Out for the Team by Stan and Jan Berenstain Learning to Ski with Mr. Magee by Chris Van Dusen Maisy Learns to Swim by Lucy Cousins Dino-Basketball, Dino-Baseball and Dino-Football by Lisa Wheeler Mooses Come Walking by Arlo Guthrie Ladybug Girl Plays by Jacky Davis Duck on a Bike by David Shannon Spot Loves Sports by Eric Hill Froggy Plays Soccer, Froggy Plays T-ball by Jonathan London The Magic Hockey Stick by Peter Maloney Sally Jean, the Bicycle Queen by Cari Best Casey at the Bat by Ernest L. Thayer Mitchell Goes Bowling by Hallie Duran First Sail: An Adventure Story Designed to Help New Sailors Learn the Ropes by Richard Henderson Stretch by Doreen Cronin and Scott Menchin

Unit 1: Fitness		
DESIRED RESULTS		
	Standards	
New Jersey Student Learning Standards	Technology Standards	21 <sup>st</sup> Century Life and Career
2.2.8.LF.1: Develop and build an effective movement and	(3-5) 8.1.5.A.1-Select and use the	Standards
physical fitness vocabulary for self, peers, and family	appropriate digital tools and resources to	
members that can enhance wellness.	accomplish a variety of tasks including	CRP2. Apply appropriate
2.2.8.LF.2: Explain the importance of assuming responsibility	solving problems.	academic and technical skills.
for personal health behaviors through physical activity	8.1.P.C.1-Collaborate with peers by	
throughout one's lifetime.	participating in interactive digital games	<b>CRP4.</b> Communicate clearly and
2.2.8.LF.3: Explore by leading self and others to experience	or activities.	effectively and with reason.
and participate in different cultures' physical fitness activities.	8.1.5.E.1-Use digital tools to research and	
2.2.8.LF.4: Identify and recognize factors that generate	evaluate the accuracy of, relevance to,	<b>CRP8.</b> Utilize critical thinking to
positive emotions from participating in movement and	and appropriateness of using print and	make sense of problems and
physical fitness activities.	non-print electronic information sources	persevere in solving them.
2.2.8.LF.5: Engages in a variety of physical activities (e.g.,	to complete a variety of tasks.	
aerobic-fitness, strengthen, endurance-fitness activities)	(6) 8.1.8.A.1-Demonstrate knowledge of	<b>CRP9.</b> Model integrity, ethical
using technology and cross-training, and lifetime activities.	a real world problem using digital tools.	leadership and effective
2.2.8.PF.1: Summarize the short and long-term physical,	8.1.P.C.1-Collaborate with peers by	management.
social, mental, and emotional health	participating in interactive digital games	CDD11 Use to shrele suite
benefits of regular physical fitness activity.	or activities.	<b>CRP11.</b> Use technology to
2.2.8.PF.2: Recognize and involve others of all ability levels into a physical activity.	8.1.8.E.1-Effectively use a variety of	enhance productivity.
into a physical activity.	search tools and filters in professional public databases to find information to	
	solve a real world problem.	
	solve a real world problem.	

	Learning Outcomes		
<ul> <li>Students will be able to</li> <li>Provide specific examples of the persoreceive from regular physical activity.</li> <li>List the Five Components of Fitness.</li> <li>Explain the Component of Fitness that would be categorized with.</li> <li>Set a SMART personal fitness goal, bas Fitness Test Scores from October, and to reach that goal when they complete April.</li> <li>Develop a FITT Program to help them regoal.</li> <li>Document their progress in a fitness jc year (Activities, Heart Rate, Steps/Clas)</li> <li>List different lifestyle changes they can their physical fitness.</li> <li>Determine different factors that might physical fitness.</li> <li>Recognize mistakes made during Fitnes self-evaluation, correct the mistake, arcorrection was beneficial.</li> <li>Provide examples of how they displayed sportsmanship and explain how doing themselves, their teammates, and the</li> </ul>	each Fitness Activity ed on their Personal explain how they plan e the Fitness Test in reach their SMART ournal throughout the s). n make to improve timpact a person's ss Testing based on nd explain why the ed good so was helpful to	<ul> <li>What are some o</li> <li>What are the Five</li> <li>How would you o</li> <li>What are the diff Testing?</li> <li>Can you place ea Component of Fit</li> <li>What is a SMART</li> <li>Why is it importa</li> <li>What is a FITT Pro</li> <li>Why is it beneficityour SMART Goa</li> <li>What are the berthroughout the y</li> <li>What are some the does on a given Fit</li> <li>What small change improve your heat</li> <li>How can you malthese activities?</li> <li>What are some e</li> </ul>	ant to participate in regular physical activity? of the physical benefits of exercising regularly? e Components of Fitness? describe each Component of Fitness? ferent activities that we use for our Fitness ch Fitness Test Activity with the correct tness that it measures? Goal? ant to set SMART Goals? ogram? ial to create a FITT Program that aligns with l? hefits of documenting your progress rear? hings that might impact how well someone
	ASSES	SMENT	
Formative	Summative		Benchmark
<ul> <li>Exit Slips</li> <li>Class discussion</li> <li>Running records</li> <li>Table a becaustion</li> </ul>	<ul> <li>Alternate Assessments         <ul> <li>Performance Tasks</li> <li>Benchmark Assessments</li> </ul> </li> </ul>		Unit pre and post assessments that align with personal growth Alternative
Teacher observation			<ul> <li>Performance assessments</li> </ul>

Thysical Education curriculum		
	LEARNING PLAN	
Pacing Guide: 9 Weeks		
Recon	nmended Learning Activities	
<ul> <li>Special Education, ELL and 504</li> <li>Repeat/modify directions</li> <li>Visual models</li> <li>Extended time</li> <li>Preferred/flexible seating</li> <li>Differentiated activities (centers)</li> <li>Sensory integration activities</li> <li>Flexible grouping</li> <li>Games</li> <li>Kinesthetic Activity</li> </ul>	ccommodations and Modifications         Gifted and Talented         • Flexible grouping         • Differentiated activities (centers)         • Games         • Problem solving strategies         • Kinesthetic Activities         • Critical thinking strategies         • Accelerated learning         • Independent study	
ELA	21 <sup>st</sup> Century Skills	
Math	,	
Science	Critical Thinking	
Social Studies	Communication	
Technology	Collaborative learning	
Character Education	Productivity	
Career Education	Real world applications	

Instructional and Supplemental Materials

- <u>https://www.pecentral.org/</u>
- <u>https://thephysicaleducator.com/</u>
- <a href="https://www.gophersport.com/">https://www.gophersport.com/</a>
- <u>https://www.thepespecialist.com/</u>

Unit 2: Manipulative Skills DESIRED RESULTS		
New Jersey Student Learning Standards 2.2.5.MSC.5: Correct movement skills and analyze concepts in response to external feedback and self-evaluation with understanding and demonstrating how the change improves performance 2.2.5.MSC.1: Demonstrate body management skills and control when moving in relation to others, objects, and boundaries in personal and general space (e.g., coordination, balance, flexibility, agility).	Standards Technology Standards (3-5) 8.1.5.A.1-Select and use the appropriate digital tools and resources to accomplish a variety of tasks including solving problems. 8.1.P.C.1-Collaborate with peers by participating in interactive digital games or activities. 8.1.5.E.1-Use digital tools to research and evaluate the accuracy of, relevance to, and appropriateness of using print and non-print electronic information sources to complete a variety of tasks. (6) 8.1.8.A.1-Demonstrate knowledge of a real world problem using digital tools.	<ul> <li>21<sup>st</sup> Century Life and Career Standards</li> <li>CRP2. Apply appropriate academic and technical skills.</li> <li>CRP4. Communicate clearly and effectively and with reason.</li> <li>CRP8. Utilize critical thinking to make sense of problems and persevere in solving them.</li> </ul>
<ul> <li>2.2.5.MSC.2: Explain and demonstrate movement sequences, individually and with others, in response to various tempos, rhythms, and musical styles.</li> <li>2.2.5.MSC.3: Demonstrate and perform movement skills with developmentally appropriate control in isolated settings (e.g., skill practice) and applied settings (e.g., games, sports, dance, recreational activities).</li> <li>2.2.5.MSC.4: Develop the necessary body control to improve stability and balance during movement and physical activity.</li> </ul>	<ul> <li>8.1.P.C.1-Collaborate with peers by participating in interactive digital games or activities.</li> <li>8.1.8.E.1-Effectively use a variety of search tools and filters in professional public databases to find information to solve a real world problem.</li> </ul>	<ul> <li>CRP9. Model integrity, ethical leadership and effective management.</li> <li>CRP11. Use technology to enhance productivity.</li> </ul>

	Loarning	Outcomes	
<ul> <li>Students will be able to</li> <li>Demonstrate an ability to correctly p purpose of various manipulative skill and feet, kicking, striking, throwing,</li> <li>Demonstrate age appropriate spatia relationships with body parts, people</li> <li>Recognize when corrections their for performing manipulative skills, and e correction was beneficial.</li> <li>Set a SMART personal fitness goal ar to reach that goal by developing a FI</li> <li>Provide examples of how they displa sportsmanship and explain how doin themselves, their teammates, and themselves is the statement of the set of</li></ul>	erform and explain the s (dribbling with hands etc.). awareness, effort, and e, and objects. m are necessary when explain why the d explain how they plan IT Program. yed good g so was helpful to	<ul> <li>Students will be able to a</li> <li>What are the proobject, underhad</li> <li>What does it mention to be able to a</li> <li>What does it mention to be able to a moving these activities?</li> <li>What are some able to a moving the second to be able to a moving the second to be able to a moving these activities?</li> </ul>	oper steps for throwing a ball? (or another nd and overhand) ean if the ball (or other object) is being thrown ft or right? ling a soccer ball differ from dribbling a what are the proper steps for dribbling each? oper steps for hitting a ball with a bat, like in ball, or Softball? o to adjust how far you throw an object? do differently when throwing or kicking an ing target instead of a stationary target? ake sure that you stay safe while completing
	ASSES	SMENT	
<ul> <li>Formative</li> <li>Exit Slips</li> <li>Class discussion</li> <li>Running records</li> <li>Teacher observation</li> </ul>	Summative <ul> <li>Alternate Assessments</li> <li>-Performance Tasks</li> <li>-Benchmark Assessments</li> </ul>		Benchmark           • Unit pre and post assessments that align with personal growth           Alternative           • Performance assessments
	LEARNI	NG PLAN	
		le: (#) Weeks	
		earning Activities	
<ul> <li>DiscBonk</li> <li>Bocce</li> <li>Ball Handling</li> <li>Partner Catch</li> </ul>			

Frelinghuysen Township School District
Physical Education Curriculum

<ul> <li>Hula-Hooping</li> <li>Bowling Pin Bonanza</li> <li>Capture the Pig</li> </ul>	
Poison Ball	
Castles	
Basketball Skills	
Soccer Skills	
Floor Hockey Skills	
Nuke 'Em Skills	
Wiffle Ball Skills	
Kickball Skills	
Sink the Ship	
Handball Skills	
Speedball Skills	
Integrated Accommoda	tions and Modifications
Special Education, ELL and 504	Gifted and Talented
Repeat/modify directions	Flexible grouping
Visual models	<ul> <li>Differentiated activities (centers)</li> </ul>
Extended time	Games
Preferred/flexible seating	Problem solving strategies
<ul> <li>Differentiated activities (centers)</li> </ul>	Kinesthetic Activities
Sensory integration activities	Critical thinking strategies
Flexible grouping	Accelerated learning
Games	Independent study
Kinesthetic Activity	
Interdisciplina	ry Connections
ELA	21 <sup>st</sup> Century Skills
Math	Problem Solving
Science	Critical Thinking
Social Studies	Communication
Technology	Collaborative learning
Character Education	

Career Education	Productivity	
	<ul> <li>Real world applications</li> </ul>	
Instructiona	l and Supplemental Materials	
<u>https://www.pecentral.org/</u>		
<ul> <li><u>http://physedgames.com/</u></li> </ul>		
<ul> <li><u>http://carly3.blogspot.com/</u></li> </ul>		
<ul> <li><u>https://thephysicaleducator.com/</u></li> </ul>		
<ul> <li>https://www.gophersport.com/</li> </ul>		
<ul> <li><u>https://www.thepespecialist.com/</u></li> </ul>		

Unit 3: Movement and Rhythm		
DESIRED RESULTS		
	Standards	
New Jersey Student Learning Standards 2.2.8.MSC.1: Explain and demonstrate the transition of movement skills from isolated settings (e.g., skill practice) into applied settings (e.g., games, sports, dance, recreational activities). 2.2.8.MSC.2: Demonstrate control of motion in relationship between force, flow, time, and space in interactive dynamic environments. 2.2.8.MSC.3: Create and demonstrate planned movement sequences, individually and with others, based on tempo, beat, rhythm, music, and physical activities (e.g., creative, cultural, social, fitness aerobics, dance, yoga).	StandardsTechnology Standards(K-2) 8.1.2.A.4-Demonstrate developmentally appropriate navigation skills in virtual environments (i.e. games, museums).8.1.P.C.1-Collaborate with peers by participating in interactive digital games or activities.8.1.2.E.1-Use digital tools and online resources to explore a problem or issue.(3-5) 8.1.5.A.1-Select and use the appropriate digital tools and resources to accomplish a variety of tasks including solving problems.8.1.P.C.1-Collaborate with peers by participating in interactive digital games or activities.8.1.5.E.1-Use digital tools to research and evaluate the accuracy of, relevance to, and appropriateness of using print and non-print electronic information sources to complete a variety of tasks.(6) 8.1.8.A.1-Demonstrate knowledge of a real world problem using digital tools.8.1.P.C.1-Collaborate with peers by participating in	<ul> <li>21<sup>st</sup> Century Life and Career Standards</li> <li>CRP2. Apply appropriate academic and technical skills.</li> <li>CRP4. Communicate clearly and effectively and with reason.</li> <li>CRP8. Utilize critical thinking to make sense of problems and persevere in solving them.</li> <li>CRP9. Model integrity, ethical leadership and effective management.</li> <li>CRP11. Use technology to enhance productivity.</li> </ul>
	interactive digital games or activities. 8.1.8.E.1-Effectively use a variety of search tools	
	and filters in professional public databases to find information to solve a real world problem.	
Learning Outcomes		

### Students will be able to .... Students will be able to answer.... • Demonstrate an ability to correctly perform various • What are some strategies you can use to remember planned movements to different tempos, beats, and rhythms. movement sequences? Skillfully perform and verbally explain various planned How can you make sure that you (and your partner/ group) • • movement skills/ sequences during both skills practice and are moving in response to the current tempo and rhythm? applied activities at an age appropriate level. What are some strategies that you can use to determine if you • Recognize when corrections their form are necessary when need to make corrections to your movements? • performing movements, and explain why the correction was What are some examples of corrections you might m\need to • beneficial. make to your movements, and how can these corrections be Set a SMART personal fitness goal and explain how they plan beneficial? • to reach that goal by developing a FITT Program. How can you make sure that you stay safe while completing • Provide examples of how they displayed good • these activities?

sportsmanship and explain how doing so was helpful to

themselves, their teammates, and the rest of their class.

• What are some examples of how you can demonstrate good sportsmanship throughout this activity?

ASSESSMENT			
Formative	Summative	Benchmark	
<ul><li>Exit Slips</li><li>Class discussion</li></ul>	Alternate Assessments     -Performance Tasks	<ul> <li>Unit pre and post assessments that align with personal growth</li> </ul>	
Running records	-Benchmark Assessments	Alternative	
Teacher observation		Performance assessments	
	LEARNING PLAN		
	Pacing Guide: 9 Weeks		
	Recommended Learning Activitie	S	
Dynamic Stretching			
Line Dancing	Line Dancing		
Square Dancing			
Popular Social Dances			
<ul> <li>Movement with Manipulatives (Scarves, pool noodles, bean bags, etc.)</li> </ul>			
Integrated Accommodations and Modifications			

Special Education, ELL and 504	Gifted and Talented
Repeat/modify directions	Flexible grouping
Visual models	<ul> <li>Differentiated activities (centers)</li> </ul>
Extended time	Games
Preferred/flexible seating	Problem solving strategies
<ul> <li>Differentiated activities (centers)</li> </ul>	Kinesthetic Activities
Sensory integration activities	Critical thinking strategies
Flexible grouping	Accelerated learning
Games	Independent study
Kinesthetic Activity	
Internetion in line	
•	ary Connections
ELA	21 <sup>st</sup> Century Skills
Math	Problem Solving
Science	Critical Thinking
Social Studies	Communication
Technology	Collaborative learning
Character Education	Productivity
Career Education	Real world applications
Instructional and Su	pplemental Materials
<ul> <li><u>https://www.pecentral.org/</u></li> </ul>	
<ul> <li><u>http://physedgames.com/</u></li> </ul>	
<ul> <li><u>http://carly3.blogspot.com/</u></li> </ul>	
<ul> <li><u>https://riseathletics.fit/fun-crossfit-warm-ups/</u></li> </ul>	
<ul> <li><u>https://thephysicaleducator.com/</u></li> </ul>	
<ul> <li><u>https://www.thepespecialist.com/</u></li> </ul>	

	Unit 4: Team Activities	
DESIRED RESULTS		
	Standards	
New Jersey Student Learning Standards 2.2.8.MSC.5: Predict the impact of rules, etiquette, procedures, and sportsmanship on players' behavior in small groups and large teams during physical activities and games. 2.2.8.MSC.6: Demonstrate offensive, defensive, and cooperative strategies in a variety of games and settings. 2.2.8.MSC.7: Effectively manage emotions during physical activity (e.g., anger, frustration, excitement) in a safe manner to self and others.	Technology Standards (3-5) 8.1.5.A.1-Select and use the appropriate digital tools and resources to accomplish a variety of tasks including solving problems. 8.1.P.C.1-Collaborate with peers by participating in interactive digital games or activities. 8.1.5.E.1-Use digital tools to research and evaluate the accuracy of, relevance to, and appropriateness of using print and non-print electronic information sources to complete a variety of tasks. (6) 8.1.8.A.1-Demonstrate knowledge of a real world problem using digital tools. 8.1.P.C.1-Collaborate with peers by participating in interactive digital games or activities. 8.1.8.E.1-Effectively use a variety of search tools and filters in professional public databases to find information to solve a real world problem.	<ul> <li>21<sup>st</sup> Century Life and Career Standards</li> <li>CRP2. Apply appropriate academic and technical skills.</li> <li>CRP4. Communicate clearly and effectively and with reason.</li> <li>CRP8. Utilize critical thinking to make sense of problems and persevere in solving them.</li> <li>CRP9. Model integrity, ethical leadership and effective management.</li> <li>CRP11. Use technology to enhance productivity.</li> </ul>

	Learning	Outcomes	
<ul> <li>Students will be able to</li> <li>Verbally explain and demonstrate the different roles between offensive and defensive players.</li> <li>Identify, apply, and explain various strategies that would be beneficial to offensive players/ defensive players.</li> <li>Collaborate with their classmates about strategies that they can use to make sure that the class is reaching their full potential, then determine which strategies are the most effective.</li> <li>Recognize mistakes made during team activities based on the self-evaluation, correct the mistake, and explain why the correction was beneficial.</li> <li>Set a SMART personal fitness goal and explain how they plan to reach that goal by developing a FITT Program.</li> <li>Provide examples of how they displayed good sportsmanship and explain how doing so was helpful to themselves, their teammates, and the rest of their class.</li> </ul>		<ul> <li>Students will be able to answer</li> <li>Can you demonstrate the different roles that offensive and defensive players have during this activity?</li> <li>What are some offensive (and defensive) strategies that can help your team, for this activity? How would these offensive/ defensive strategies help your team?</li> <li>How did you, personally, apply these offensive and defensive strategies while you were taking part in this activity?</li> <li>What strategies did you use to try to help your teammates reach their full potential? Which of those strategies worked the best? Why?</li> <li>How can you stay safe while completing these activities?</li> <li>What are some examples of how you can demonstrate good sportsmanship throughout this activity?</li> <li>Why is it important to demonstrate good sportsmanship?</li> </ul>	
Formative		mative	Benchmark
<ul><li>Exit Slips</li><li>Class discussion</li><li>Running records</li></ul>	<ul> <li>Alternate Assessments         <ul> <li>Performance Tasks</li> <li>Benchmark Assessments</li> </ul> </li> </ul>		Unit pre and post assessments that align with personal growth Alternative
Teacher observation			Performance assessments
	LEARNI	NG PLAN	
	Pacing Guid	le: 16 Weeks	
	Recommended I	earning Activities	
<ul><li>Soccer</li><li>Basketball</li><li>Kickball/Box Ball</li></ul>			

• Floor Hockey

٠	Nuke 'Em	
٠	Quidditch	
٠	Handball	
•	Speedball	
•	Wiffle Ball	
٠	Castles	
٠	Sink the Ship	
•	Bowling Pin Bonanza	
•	Skore	
•	Relay Races	
•	Pirate Ball	
٠	Capture the Pig	
٠	Elf Express	
٠	Holiday Dash	
•	Poison Ball	
	Integrated Accommodat	tions and Modifications
Special	Education, ELL and 504	Gifted and Talented
•	Repeat/modify directions	Flexible grouping
•	Visual models	Differentiated activities (centers)
•	Extended time	• Games
•	Preferred/flexible seating	<ul> <li>Problem solving strategies</li> </ul>
•	Differentiated activities (centers)	Kinesthetic Activities
•	Sensory integration activities	Critical thinking strategies
•	Flexible grouping	Accelerated learning
•	Games	Independent study
•	Kinesthetic Activity	

	7			
Interdisciplinary Connections				
ELA	21 <sup>st</sup> Century Skills			
Math	Problem Solving			
Science	Critical Thinking			
Social Studies	Communication			
Technology	Collaborative learning			
Character Education	Productivity			
Career Education	Real world applications			
Instructional and Supplemental Materials				
https://www.pecentral.org/				
http://physedgames.com/				
http://carly3.blogspot.com/				
https://thephysicaleducator.com/				
<ul> <li>http://www.parksun.com/Outdoor-Games/Disc-Golf/Skore-Disc-Golf-Target-Set.php</li> </ul>				
• https://www.gophersport.com/				
https://www.thepespecialist.com/				
https://sparkpe.org/				

### **Physical Education Leveled Text Reading Resource List**

Advanced PE2theMax by JD Hughes We are the Ship: The Story of Negro League Baseball by Kadir Nelson Yankee Town Featuring Robbie the Rookie by Aimee Aryal Becoming Babe Ruth by Matt Tavares Intermediate No We Are Not Playing Dodgeball by Mike Bohannon The Snowy Day by Ezra Jack Keats The Driftwood Ball by Thomas Docherty SHH! We Have a Plan by Chri ach Gets Some Exercise by Sarah, Duchess of York Play Ball, Amelia Bedelia by Peggy Parish Magic Treehouse #16 – Hour of the Olympics by Mary Pope Osbourne The Littlest Leaguer by Syd Hoff Fred and Ted Go Camping by Peter Eastman Flat Stanley at Bat by Jeff Brown and Macky Pamintuan Tae Kwon Do! by Terry Pierce and Todd Bonita Lily's Lucky Leotard (a first graphic novel) by Cari Meister Basketball is Fun by Robin Nelson Let's Talk Baseball by Janice Behrens & Let's Talk Basketball by Amanda Miller Fishing by Julie K. Lundgren Keeping Fit by Emily K. Green National Geographic Readers: Race Day! by Gail Tuchman Cheerleading by Holly Karapetkova Cool Skateboarding Facts by Sandy Donovan and Gail Saunders-Smith, PhD Kick, Pass, and Run by Leonard Kessler I want to be a Gymnast by Kate Simkins To Dance: A Ballerina's Graphic Novel by Siena Cherson Siegel & Mark Siegel Hamster Camp – How Harry Got Fit by Teresa Bateman Winner's Never Quit by Mia Hamm Baseball Saved Us by Ken Mochizuki

Players in Pigtails by Shana Corey Dream Big: Michael Jordan and the Pursuit of Olympic Gold by Deloris Jordan Get Up and Go! by Nancy Carlson You can Do It! by Tony Dungyst Haughton

### Beginner

My Daddy is a Pretzel by Baron Baptiste

Elephants Cannot Dance, Watch me Throw the Ball by Mo Willems

Curious George Rides a Bike, Curious George Goes Fishing, Curious George at the Baseball Game by H. A. Rey

Angelina Ballerina Ice Skates by Katharine Holabird

Clifford's Field Day by Norma Bridwell

Dora Plays Sports by Alison Inches

Jake and the Never Land Pirates Surfin' Turf by Melinda LaRose

Babar's Yoga for Elephants by Laurent de Brunhoff

The Berenstain Bears Go Out for the Team by Stan and Jan Berenstain

Learning to Ski with Mr. Magee by Chris Van Dusen

Maisy Learns to Swim by Lucy Cousins

Dino-Basketball, Dino-Baseball and Dino-Football by Lisa Wheeler

Mooses Come Walking by Arlo Guthrie

Ladybug Girl Plays by Jacky Davis

Duck on a Bike by David Shannon

Spot Loves Sports by Eric Hill

Froggy Plays Soccer, Froggy Plays T-ball by Jonathan London

The Magic Hockey Stick by Peter Maloney

Sally Jean, the Bicycle Queen by Cari Best

Casey at the Bat by Ernest L. Thayer

Mitchell Goes Bowling by Hallie Duran

First Sail: An Adventure Story Designed to Help New Sailors Learn the Ropes by Richard Henderson

Stretch by Doreen Cronin and Scott Menchin