Standard: Demonstrates Motor Skills and Movement Patterns			
Student Learning Expectation:	I Can Statement:	Ideas Regarding Acceptable Evidence of Student Learning:	
The student	I can		
will be able to demonstrate a variety of locomotor Movements in fitness/game activities. (Hop, jump, skip, gallop, slide, run, jog and walk). (21st -H)	a. demonstrate a hop, skip, gallop, slide, run, jog, and walk during a game.	<ul> <li>Refer to locomotor rubric</li> <li>Teacher observation</li> <li>Peer/self Assessment</li> </ul>	
demonstrates their throwing, catching and dribbling skills using proper form. (21 <sup>st</sup> -H)	a. throw, catch and dribble correctly.	<ul> <li>Refer to throwing rubric</li> <li>Refer to catching rubric</li> <li>Refer to dribbling rubric</li> <li>Teacher observation</li> <li>Peer/self assessment</li> </ul>	
3. will demonstrate their eye-hand coordination through manipulative objects (balls, jump ropes, cups, scarves, and rackets). (21st -H)	demonstrate skills by using balls, jump ropes, cups, scarves, and rackets during an activity.	<ul> <li>Refer to manipulative rubric</li> <li>Teacher observation</li> <li>Peer/self assessment</li> </ul>	
<ul> <li>⊕ = opportunities to integrate Technology</li> <li>★= SEB assesses this skill</li> <li>■ = technology assesses this skill</li> <li>区 = not reported</li> </ul>	Literacy	(21 <sup>st</sup> -F)=Financial Literacy (21 <sup>st</sup> -E)=Employability Skills (21 <sup>st</sup> -T)=Technology Literacy (21 <sup>st</sup> -C)=Civic Literacy (21 <sup>st</sup> -H)=Health Literacy	
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Student Learning Expectation:	I Can Statement:	Ideas Regarding Acceptable Evidence of Student Learning:
The student	I can	
<ol> <li>will be able to apply basic concepts, rules, strategies to games and activities. (21<sup>st</sup> -E, H)</li> </ol>	a. play by the rules of a game.	<ul><li>Question and answer session</li><li>Demonstration and review</li><li>Teacher Observation</li><li>Self assessment</li></ul>
<ol> <li>demonstrates an understanding of physical activity concepts which maintain or enhance a healthy, active lifestyle. (21<sup>st</sup> -H)</li> </ol>	<ul><li>a. tell the teacher I need 60 minutes of activity daily to be healthy.</li><li>b. tell the teacher at least three ways exercise helps my body.</li><li>c. Identify activities that make my heart and body stronger and more flexible.</li></ul>	<ul><li>Question and answer</li><li>60 minutes every day</li></ul>

**■** = technology assesses this skill

 $\boxtimes$  = not reported

 <sup>⊕ =</sup> opportunities to integrate Technology Literacy

<sup>★=</sup> SEB assesses this skill

Student Learning Expectation:	I Can Statement:	Ideas Regarding Acceptable Evidence of Student Learning:
The student	I can	
<ol> <li>will be able to sustain age- apprpriate moderate tov vigorous physical activity involving cardiovascular endurance, strength and flexibility for a designated period of time. (21<sup>st</sup> - H)</li> </ol>	<ul><li>a. play a game without stopping.</li><li>b. participate in activities that make me stronger, more flexible, and make my heart healthier.</li></ul>	<ul> <li>Teacher observation of student</li> <li>Refer to rubric</li> <li>Heart rate baton or check pulse</li> </ul>
<ol> <li>will be in the Healthy Fitness Zone for a majority of the tested areas using Fitnessgram. (21<sup>st</sup> -H)</li> </ol>	a. be in the Healthy Fitness Zone.	<ul> <li>Fitnessgram test</li> <li>See PE Fitnessgram Healthy Fitness Standards</li> </ul>

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(21<sup>st</sup> -F)=Financial Literacy

(21<sup>st</sup>-E)=Employability Skills (21<sup>st</sup>-T)=Technology Literacy (21<sup>st</sup>-C)=Civic Literacy (21<sup>st</sup>-H)=Health Literacy

Standard:

Standard: Values and Participates in Physical Activity				
Student Learning Expectation:	I Can Statement:	Ideas Regarding Acceptable Evidence of Student Learning:		
The student	I can			
willing to learn and participate in a variety of skills and games.	a. participate in all activities in PE class to stay healthy.	<ul> <li>Refer to participation rubric</li> <li>Teacher Observation</li> </ul>		
will show good sportsmanship by accepting and respecting decisions made during a game by the teacher and peers.	show good sportsmanship by playing fair and by the rules.	<ul> <li>Teacher observation</li> <li>Sportsmanship rubric</li> <li>Self Assessment</li> </ul>		

→ = opportunities to integrate Technology Literacy

Values and Participates in Physical Activity

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(21<sup>st</sup> -F)=Financial Literacy

(21st-E)=Employability Skills

(21<sup>st</sup>–T)=Technology Literacy

(21<sup>st</sup>-C)=Civic Literacy

(21<sup>st</sup>-H)=Health Literacy