Branchburg Township Public Schools

Office of Curriculum and Instruction Grade 5 Physical Education Curriculum



Adopted by the Board of Education October 2022

This curriculum is aligned with the 2020 New Jersey Student Learning Standards in Physical Education

Curriculum Scope and Sequence			
Content Area	Physical Education	Course Title/Grade Level:	5th Grade

	Topic/Unit Name	Suggested Pacing (Days/Weeks)
Topic/Unit #1	Establish Environment/Routines/ Cooperative Activities	12
Topic/Unit #2	Fitness Opportunities/Age Appropriate Exercise/Goal Setting &	10
	Health Components	
Topic/Unit #3	Manipulative Skills	10
Topic/Unit #4	Rhythmic Movement	8
Topic/Unit #5	Team Application	10

Topic/Unit 1 Title	Establish Environment/Routines/Cooperative A	ctivities	Approximate Pacing	12	
	STAND	ARDS			
	NJSLS PE				
anger, fear, happ 2.1.5.SSH.1: Des 2.1.5.SSH.6: Des 2.1.5.SSH.7: Defi 2.2.5.MSC.1: Den personal and gen 2.2.5.MSC.3: Den practice) and app 2.2.5.MSC.3: Den practice) and app 2.2.5.MSC.3: Con understanding a 2.2.5.MSC.5: Con understanding a 2.2.5.MSC.6: Exe physical activity, 2.2.5.MSC.7: App environment. 2.2.5.LF.1: Explai 2.2.5.LF.2: Devel 2.3.5.PS.1: Devel 2.3.5.PS.5: Comr 2.3.5.PS.6: Identi bullying, teasing	ify different feelings and emotions that people may siness, sadness, hopelessness, anxiety). cribe gender-role stereotypes and their potential in cribe the characteristics of healthy versus unhealt ine teasing, harassment and bullying and provide of nonstrate body management skills and control whe neral space (e.g., coordination, balance, flexibility, nonstrate and perform movement skills with develo- plied settings (e.g., games, sports, dance, recreation rect movement skills and analyze concepts in resp and demonstrating how the change improves perfor- cute appropriate behaviors and etiquette while par- games, and other events, contributes to a safe en- oly specific rules, strategies, and procedures for sp in the need to engage in physical activities on a vo op a movement vocabulary that is flexible and ada lop strategies to reduce the risk of injuries at home nunicate personal boundaries and demonstrate wa ify strategies a person could use to call attention to the teen dating violence, sexual harassment, sexual a escribe how to prevent the spread of communicable	mpact on se hy relations examples of en moving i agility). opmentally onal activitie ity and bala conse to ext rmance. rticipating a vironment. oecific phys pluntary bas ptable for pe e, school, ar ays to respe o or leave an assault, and	If and others. hips among friends and with faminappropriate behaviors that are n relation to others, objects, and appropriate control in isolated set es). nce during movement and physi ernal feedback and self-evaluations is a player and viewing as an obs ical activity, games, and sports i is for emotional and physical enjoy ersonal physical activity and well d in the community. ct other people's personal bound n uncomfortable or dangerous sil sexual abuse.	nily members. a harmful to others. boundaries in ettings (e.g., skill cal activity. on with server during n a safe active joyment. Iness. daries. ituation, including	
	Interdisciplinary Connections:		21st Century Skills:		
behaviors that rec enhance one's we	ntify effective personal health strategies and luce illness, prevent injuries, and maintain or ellness (e.g., adequate sleep, balanced nutrition, lar physical activity).		emonstrate understanding of the n equirements to enter the workforce		

(Ex. in setting routines, students will discuss the importance of warming up the body before activity).	have to demonstrate an understanding of the routines and systems that are necessary for the class to operate smoothly and safely)	
Technology Standards:	Career Ready Practices:	
8.1.5.DA.1: Collect, organize, and display data in order to highlight relationships or support a claim. (Ex: Students will see videos of former students over the course of the year demonstrating and explaining first hand a variety of required skills)	Career-ready individuals consistently act in ways that align personal and community-held ideals and principles while employing strategies to positively influence others in the workplace. They have a clear understanding of integrity and act on this understanding in every decision. They use a variety of means to positively impact the directions and actions of a team or organization, and they apply insights into human behavior to change others' action, attitudes and/or beliefs. They recognize the near-term and long-term effects that management's actions and attitudes can have on productivity, morals and organizational culture. (Ex: Students are partially responsible for helping create the dynamic of the class culture by abiding by the principles and understanding how their attitude and actions impact the community)	
UNIT/TOPIC ESSENTIAL QUESTIONS AND ENDURING OBJECTIVES/UNDERSTANDINGS		
What is the expected conduct in the gymnasium? What are the routines and procedures? What are the expectations when working in a group? How does Physical Education class impact the social domain?		
STUDENT LEARN	ING OBJECTIVES	
Key Knowledge	Process/Skills/Procedures/Application of Key Knowledge	
Students will know:	Students will be able to:	
Classroom rules and expectations	Perform the entire wellness warm-up without prompting	
Expected social conduct	Correctly perform all safety drills	
Their impact on the class dynamics	Share the expectations for working in a group	
All safety drills	Locate various squad locations	
Warm-up procedures	Explain the bodies response to physical movement	
Bodies response to physical movement	Perform self assessment on scorecard	

Benefits of exercise		Line up appropriately at the end of class		
Conflict resolution tactics		Participate in group settings		
We work with anyone, anytime, anywhere		Resolve simple conflicts with Rock, Paper, Scissors		
ASSESSMENT OF LEARNING				
Summative Assessment				
(Assessment at the end of the learning period)	Cooperative Activity Rubric			
Formative Assessments				
(Ongoing assessments during the learning period to inform instruction)	Routine Performance Checklist (students are evaluated on their ability to demonstrate an understanding of each phase of our comprehensive warm-up routine)			
Alternative Assessments (Any				
learning activity or assessment				
that asks students to perform to	Otudant calf accessment daily accessed			
demonstrate their knowledge,	Student self assessment daily scorecard			
understanding and proficiency)				
Benchmark Assessments				
(used to establish baseline				
achievement data and	Safety Assessment google form (ask students to identify why they must perform a variety of routines the			
measure progress towards	way they have been established in the	he gymnasium)		
grade level standards; given				
2-3 X per year)				
	RESOU	RCES		
Core instructional materials:				
· · · · · · · · · · · · · · · · · · ·	proach to Teaching Physical Education	i, George Graham		
Supplemental materials:				
Silver Bullets, Karl Rohnke				
Cowtails and Cobras, Karl Rohnke				
Chip Candy Workshop Presentatio	Modifications	for Loornoro		
See appandix	woulfications	Ior Learners		
See <u>appendix</u>				

Topic/Unit 2 Title	Fitness Opportunities/Age Appropriate Exercise/Goal Setting/Health Components	Approximate Pacing	10
	STANDARDS		
	NJSLS PE		
	ntify effective personal health strategies and behaviors that rec		l maintain or
	vellness (e.g., adequate sleep, balanced nutrition, ergonomics,		
	amine how the body changes during puberty and how these cha	•	
	ntify trusted adults, including family members, caregivers, sch	· · · · · · · · · · · · · · · · · · ·	ionals, whom
	k to about relationships and ask questions about puberty and a		
	tify different feelings and emotions that people may experience	and how they might express the	se emotions (e.g.
• • • •	piness, sadness, hopelessness, anxiety).	volation to others, objects, and	haundariaa in
	monstrate body management skills and control when moving ir eneral space (e.g., coordination, balance, flexibility, agility).	relation to others, objects, and	boundaries in
-	monstrate and perform movement skills with developmentally a	annropriato control in isolatod so	ttinge (og skill
	pplied settings (e.g., games, sports, dance, recreational activitie		tungs (e.g., skii
<i>.</i> .	velop the necessary body control to improve stability and balar	•	al activity.
	rrect movement skills and analyze concepts in response to exte	• • • •	-
	and demonstrating how the change improves performance.		
2.5.MSC.6: Ex	ecute appropriate behaviors and etiquette while participating as	s a player and viewing as an obse	erver during
nysical activity	<i>y</i> , games, and other events, contributes to a safe environment.		
2.5.MSC.7: Ap nvironment.	ply specific rules, strategies, and procedures for specific physi	cal activity, games, and sports in	a safe active
	ify the physical, social, emotional, and intellectual benefits of re	eqular physical activity that effec	t personal health
	pt and respect others of all skill levels and abilities during parti	• • • •	
	cipate in moderate to vigorous age-appropriate physical fitness	-	it address each
•	ealth-related fitness (e.g., endurance, strength, speed, agility, fl	•	
2.5.PF.4: Deve			
	lop a short term and/or a long-term health-related fitness goal (• •	e 'heart & lungs',
uscular strenç	lop a short term and/or a long-term health-related fitness goal (oth, muscular endurance, flexibility, body composition, nutrition) to evaluate personal health.	-
uscular strenç 2.5.PF.5: Deter	lop a short term and/or a long-term health-related fitness goal (oth, muscular endurance, flexibility, body composition, nutrition rmine how different factors influence personal fitness and other) to evaluate personal health.	-
uscular streng 2.5.PF.5: Deter ctivity, nutritio	lop a short term and/or a long-term health-related fitness goal (oth, muscular endurance, flexibility, body composition, nutrition	n) to evaluate personal health. r healthy lifestyle choices (e.g., h	eredity, physical

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.

2.2.5.N.1: Explain how healthy eating provides energy, helps to maintain healthy weight, lowers risk of disease, and keeps body systems functioning effectively.

2.2.5.N.2: Create a healthy meal based on nutritional content, value, calories, and cost.

2.2.5.N.3: Develop a plan to attain a personal nutrition health goal that addresses strengths, needs, and culture.

2.3.5.PS.4: Develop strategies to safely communicate through digital media with respect.

2.3.5.HCDM.3: Examine how mental health can impact one's wellness (e.g., depression, anxiety, stress, phobias).

Interdisciplinary Connections:	21st Century Skills:		
5.MD.A.1 Convert among different-sized standard measurement units within a given measurement system (e. g., convert 5 cm to 0.05 m), and use these conversions in solving multi-step, real world problems. (Ex. Students will work with real world measurements when setting and working towards their fitness goals - distances, time calculations and graphing/chart analysis)	9.2.4.A.1 Identify reasons why people work, different types of work, and how work can help a person achieve personal and professional goals. (Ex: Students will be taught how the work/effort they put into physical activity can help them achieve their fitness goals)		
Technology Standards:	Career Ready Practices:		
8.1.5.DA.3: Organize and present collected data visually to communicate insights gained from different views of the data. (Ex: students will use data collected from various fitness assessment to determine areas for improvement)	CRP3. Attend to personal health and financial well-being. (Ex: students will perform various fitness opportunities and track data to monitor progress)		
UNIT/TOPIC ESSENTIAL QUESTIONS AND ENDURING OBJECTIVES/UNDERSTANDINGS			
How can information about my health be utilized? Who are reliable sources regarding health and fitness? How does my body respond to exercise? What are the health components and skills components?			
STUDENT LEARNI			
Key Knowledge	Process/Skills/Procedures/Application of Key Knowledge		

Students will know:	Students will be able to:		
How to properly perform multiple fitness exercises	Perform various fitness exercises that address all health		
How to accurately record fitness scores and keep data	components		
How fitness data can help	Match health and skill components with correlating movements		
S.M.A.R.T. Goals and how to adjust them	Track progress by recording and analyzing data		
Health Components	Set personal S.M.A.R.T. Goals in multiple fitness categories		
Skill Components	Anticipate their bodies response to a variety of physical activities		
How their body responds to a variety of movements			
ASSESSMEN	IT OF LEARNING		
Summative Assessment Students will complete a google for	orm that asks them to identify the appropriate health/skill component with		
(Assessment at the end of the			
learning period)			
Formative Assessments			
(Ongoing assessments during Students will keep a fitness profile	e sheet that they will input scores for and also write in goals for each		
the learning period to inform			
instruction)			
Alternative Assessments (Any			
	ealth or skill component and must create a google slide presentation that		
that asks students to <i>perform</i> to clearly depicts it.	n far any fitness mey amont will have an reprinte accommedations made		
	n for any fitness movement will have appropriate accommodations made.		
understanding and proficiency) (time/distance/physical position/pa	(time/distance/physical position/passive support)		
Benchmark Assessments			
(used to establish baseline			
	ortunity Assessments (series of movements that provide evaluation for		
	er, flexibility, and upper body strength)		
grade level standards; given			
2-3 X per year)			
	OURCES		
Core instructional materials:			
Children Moving, A Reflective Approach to Teaching Physical Educat	ion, George Graham		
Supplemental materials:			

OPEN resources (Online Physical Education Network)	
	Modifications for Learners
See appendix	

Topic/Unit 3 Title	Manipulative Skills		Approximate Pacing	10	
	STANDARDS				
	NJSLS PE				
 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.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. 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.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. 					
Interdisciplinary Connections: 21st Century Skills:			Skills:		
Cause and Effect Cause and effect relationships are routinely identified, tested, and used to explain change. (5-PS1-4) (Ex. Students identify the cause and effect relationship between the application of force to an object - ie tapping vs kicking a ball)		advertisin resources	Recognize the techniques and g. (Ex: Students have access t online. The teacher will provid	o a tremendous amount of	
	ect - ie tapping vs kicking a ball)		at have be proven successful f	or the students to learn from)	
	Technology Standards:	people that	at have be proven successful f	or the students to learn from)	

encounter)

UNIT/TOP	PIC ESSENTIAL QUESTIONS A	ND ENDURING OBJECTIVES/UNDERSTANDINGS
• •		s?
· · ·		ARNING OBJECTIVES
Key Kr	owledge	Process/Skills/Procedures/Application of Key Knowledge
Students will know: Rolling an object to a moving to Throwing underhand (tossing) Throwing overhand to a movin Catching (over/under) while or Throwing and catching with an Dribbling (hands) Dribbling (feet) Punting after receiving a throw Volley underhand to a specific Serve a volleyball underhand to Serve a volleyball overhand	to a moving target g target the move implement on the move location to a specific location	Students will be able to: Provide cues and perform the following skills Roll at a stationary target Hand dribbling a ball while changing speeds and directions Foot dribbling a ball while changing speed and directions Underhand toss to a moving target Overhand throw to a moving target Catch a thrown ball while on the move Punt a ball with two lead up steps Volley underhand after receiving a toss Serve a volleyball underhand Serve a volleyball overhand
Summative Assessment (Assessment at the end of the learning period)	ASSESSMENT OF LEARNING Stony Brook School Motor Skills Assessment. Teacher checklist that addresses technique and performance outcome for manipulative skills such as catching and throwing.	
Formative Assessments (Ongoing assessments during the learning period to inform instruction)	Warm-up partner pass. (At the end of the comprehensive warm-up students go to assigned locations in the gymnasium and perform the skill that is provided on the projector) Teacher walks around gymnasium and provides feedback to students and makes note of students needing extra reinforcement for next class)	
Alternative Assessments (Any learning activity or assessment that asks students to <i>perform</i> to demonstrate their	for next class) Foot Strike Flipgrid (Students submit a Flipgrid video of their foot striking skills and feedback is provided by the teacher through the platform)	

knowledge, understanding			
and proficiency)			
Benchmark Assessments			
(used to establish			
baseline achievement	Skills Dice Bonk (students attempt to knock down a target from predetermined distances. Each		
data and measure	successful throw/kick enables the student to increase their distance to the next level. Final level at the		
progress towards grade	end of ten throws is their score.)		
level standards; given 2-3			
X per year)			
	RESOURCES		
Core instructional materials			
Children Moving, A Reflective	Approach to Teaching Physical Education, George Graham		
OPEN (Physical Education Or	nline Network)		
Supplemental materials:			
SHAPE AMERICA	SHAPE AMERICA		
SPARK			
	Modifications for Learners		
See <u>appendix</u>			

Topic/Unit 4 Title	Rhythmic Movement		Approximate Pacing	8	
	STANDARDS				
	NJSLS PE				
 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. 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.7: Apply specific rules, strategies, and procedures for specific physical activity, games, and sports in a safe active environment. 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). 					
	Interdisciplinary Connections:		21st Century Skills:		
intervals, chords, differentiate basic	strate the basic concepts of meter, rhythm, tonality, and melodic and harmonic progressions, and c structures. (Ex. Students identify rhythms and beats es based on different beats.)	skills that c extracurricu practice lea	valuate communication, collaborat an be developed through school, h ular activities for use in a career. (E adership skills while trying to organ rsonalities as they develop a group	ome, work, and x: Students will ize and manage	
	Technology Standards:		Career Ready Practice	s:	
communicate insi students will have	nize and present collected data visually to ights gained from different views of the data. (Ex: e to modify their individual plans and possibly order to help support the group's goals)	persevere i recognize p problem, a	ze critical thinking to make sense of in solving them. Career-ready indiv problems in the workplace, underst nd devise effective plans to solve t roblems when they occur and take	riduals readily and the nature of the he problem. They are	

address the problem; they thoughtfully investigate the root cause of the problem prior to introducing solutions. They carefully consider the options to solve the problem. Once a solution is agreed upon, they follow through to ensure the problem is solved, whether through their own actions or the actions of others. (Ex: Students will encounter many challenges or problems during their group routine assignment. These challenges offer an opportunity for students to problem solve and develop solutions)

UNIT/TOPIC ESSENTIAL QUESTIONS AND ENDURING OBJECTIVES/UNDERSTANDINGS

STUDENT I EADNING OD IECTIVES

How do I communicate in groups?

How can I share my thoughts and ideas in a group?

How can you move to a tempo?

What are some physical & social benefits that result from physical activity?

How do rules impact the safety of an activity?

How do I organize a movement sequence?

STUDENT LEARNING OBJECTIVES			
Key Knowledge	Process/Skills/Procedures/Application of Key Knowledge		
Students will know:	Students will be able to:		
Individual Jump Rope skills	Share their opinions and ideas in a positives group atmosphere		
Partner Jump Rope skills	Understand that when working in a group, some sacrifices must be		
Long Rope Skills	made		
The importance of working in group	Use body management skills and demonstrate control when moving		
How to assert themselves and knowing when to sacrifice ideas	in relation to others, objects, and boundaries in personal and general		
The physical, social, emotional, and intellectual benefits of regular	space.		
physical activity	Identify the physical & social benefits that result from physical		
Moving to tempos	activity		
Creating a movement sequence in a group setting	Explain and demonstrate movement sequences, individually and		
Choreographing a routine	with others, in response to various tempos, rhythms, and musical		
	styles		
	Perform individual jump rope skills		
	Choreograph a group jump rope routine		
	Demonstrate a group jump rope routine		

	ASSESSMENT OF LEARNING		
Summative Assessment (Assessment at the end of the learning period)	Students will perform a group jump rope routine. The teacher will utilize a rubric that assesses the groups skill performance and ability to work together. (Physical & Social Domain)		
Formative Assessments (Ongoing assessments during the learning period to inform instruction)	Students earn points on their jump rope rubric at the end of each class based on their ability to work cohesively.		
Alternative Assessments (Any learning activity or assessment that asks students to <i>perform</i> to demonstrate their knowledge, understanding and proficiency)	Students complete group routine lesson reflection that asks for insight into the process of working with a group towards a common goal.		
Benchmark Assessments (used to establish baseline achievement data and measure progress towards grade level standards; given 2-3 X per year)	At the end of each class during the jump rope unit, students are expected to have a certain amount of their routine complete (Ex:Lesson 1 = a clear introduction and the first 10 seconds of routine complete, Lesson 2 = the first 30 seconds complete)		
RESOURCES			
Core instructional materials: Adventures in Creative Movement Activities, Second Edition. Marcia L. Lloyd Children Moving, A Reflective Approach to Teaching Physical Education, George Graham Supplemental materials: Important from internet (group, partner, % colo routine)			
Jump rope clips from internet (group, partner, & solo routine) Modifications for Learners			
See <u>appendix</u>			

Topic/Unit 5 Title	Team Application		Approximate Pacing	10			
	STANDARDS						
	NJSLS PE						
2.2.5.MSC.1: Demonstrate body management skills and control when moving in relation to others, objects, and boundaries in							
•	neral space (e.g., coordination, balance, flexibility,			<i> ,</i>			
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).							
	velop the necessary body control to improve stabili		•	cal activity			
	rect movement skills and analyze concepts in resp	•		•			
	understanding and demonstrating how the change improves performance.						
2.2.5.MSC.6: Exe	cute appropriate behaviors and etiquette while par	rticipating a	s a player and viewing as an obs	server during			
	, games, and other events, contributes to a safe en						
2.2.5.MSC.7: Apply specific rules, strategies, and procedures for specific physical activity, games, and sports in a safe active							
environment.	in the need to engage in physical activities on a vo	luntary basi	s for amotional and physical an	iovment			
-	op a movement vocabulary that is flexible and ada	-					
	tively engage in movement and physical activity fo	-					
			•	2.2.5.LF.4: Perform and increase the range of motion in dynamic stretching and breathing exercises (e.g., dynamic cardiovascular			
	es, 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. 2.3.5.PS.5: Communicate personal boundaries and demonstrate ways to respect other people's personal boundaries.							
	-			activities, sports and			
	-			activities, sports and			
2.3.5.PS.5: Comr 5.NF.A.2 Solve wo	nunicate personal boundaries and demonstrate wa Interdisciplinary Connections: ord problems involving addition and subtraction of	ays to respe	ct other people's personal boun 21st Century Skills:	activities, sports and daries.			
2.3.5.PS.5: Comr 5.NF.A.2 Solve we fractions referring	nunicate personal boundaries and demonstrate wa Interdisciplinary Connections: ord problems involving addition and subtraction of to the same whole, including cases of unlike	ays to respe 9.2.8.B.3 E	ct other people's personal boun	activities, sports and daries. ion, and leadership			
2.3.5.PS.5: Comr 5.NF.A.2 Solve we fractions referring denominators, e.g	nunicate personal boundaries and demonstrate wa Interdisciplinary Connections: ord problems involving addition and subtraction of to the same whole, including cases of unlike g., by using visual fraction models or equations to	ays to respe 9.2.8.B.3 E skills that ca	ct other people's personal boun 21st Century Skills: valuate communication, collaborat	daries, sports and daries. ion, and leadership iome, work, and			
2.3.5.PS.5: Comr 5.NF.A.2 Solve we fractions referring denominators, e.g represent the prob	nunicate personal boundaries and demonstrate wa Interdisciplinary Connections: ord problems involving addition and subtraction of to the same whole, including cases of unlike g., by using visual fraction models or equations to olem. Use benchmark fractions and number sense of	9.2.8.B.3 E skills that co extracurricu understand	ct other people's personal boun 21st Century Skills: valuate communication, collaborat an be developed through school, h ilar activities for use in a career. (E that the interpersonal skills they a	daries. daries. ion, and leadership iome, work, and ix: Students will re demonstrating with			
2.3.5.PS.5: Comr 5.NF.A.2 Solve we fractions referring denominators, e.g represent the prot fractions to estimate	nunicate personal boundaries and demonstrate wa Interdisciplinary Connections: ord problems involving addition and subtraction of to the same whole, including cases of unlike g., by using visual fraction models or equations to oblem. Use benchmark fractions and number sense of ate mentally and assess the reasonableness of	9.2.8.B.3 E skills that c extracurricu understand their teamn	ct other people's personal boun 21st Century Skills: valuate communication, collaborat an be developed through school, h ilar activities for use in a career. (E that the interpersonal skills they a nates are the same skills that empl	daries, sports and daries. ion, and leadership iome, work, and ix: Students will re demonstrating with			
2.3.5.PS.5: Comr 5.NF.A.2 Solve we fractions referring denominators, e.g represent the prot fractions to estima answers. (Ex. Stu	nunicate personal boundaries and demonstrate wa Interdisciplinary Connections: ord problems involving addition and subtraction of to the same whole, including cases of unlike g., by using visual fraction models or equations to olem. Use benchmark fractions and number sense of	9.2.8.B.3 E skills that co extracurricu understand	ct other people's personal boun 21st Century Skills: valuate communication, collaborat an be developed through school, h ilar activities for use in a career. (E that the interpersonal skills they a nates are the same skills that empl	daries, sports and daries. ion, and leadership iome, work, and ix: Students will re demonstrating with			

Technology Standards:	Career Ready Practices:			
8.1.5.DA.3: Organize and present collected data visually to communicate insights gained from different views of the data. (Ex: Students will demonstrate the ability to adjust their own original plans in order to provide what is best for the team. This includes playing positions that may not have been desired and sacrificing scoring opportunities to improve the team's success. Videos of gameplay are used to model)	CRP12. Work productively in teams while using cultural global competence. Career-ready individuals positively contribute to every team, whether formal or informal. They apply an awareness of cultural difference to avoid barriers to productive and positive interaction. They find ways to increase the engagement and contribution of all team members. They plan and facilitate effective team meetings. (Ex: Students will contribute to their team in small group activities. Students will be aware that each member of their team provides value and deserves positive interactions.)			
UNIT/TOPIC ESSENTIAL QUESTIONS AND ENDURING OBJECTIVES/UNDERSTANDINGS				
Why are rules so important in games? What is the role of the people attending the game? What is the role of an offensive player? What is the role of a defensive player? How does understanding game concepts impact my participation?				
STUDENT LEARNING OBJECTIVES				
Key Knowledge	Process/Skills/Procedures/Application of Key Knowledge			
Students will know: Safety first when participating in a game The impact of positive communication for players and coaches Purpose of boundaries and rules in team activities Roles of offensive players Roles of defensive players Basic defensive principles Basic offensive principles How to creating space between them and an opponent Proper conduct in pregame, postgame and during the game Strategies and modification teams use to increase success	Students will be able to:Identify the safety concerns regarding the game or activityApply rules and procedures for specific games, sports, and othercompetitive activities and describe how they enhance participationand safety.Discuss the impact a positive approach can have with players andcoachesState the role of a spectator, coach, player, and officialDemonstrate the use of offensive, defensive, and cooperativestrategies in individual, dual, team and group activities.Explain and perform movement skills that combine mechanicallycorrect movement in smooth flowing sequences in isolated settings			

	(i.e., skill practice) and applied settings (i.e., games, sports, dance,			
and recreational activities).				
ASSESSMENT OF LEARNING				
Summative Assessment (Assessment at the end of the learning period)	Game Play Rubric (Rubric addresses space awareness, defensive principles, understanding of boundaries, offensive concepts)			
Formative Assessments (Ongoing assessments during the learning period to inform instruction)	Small sided game observation (Students engage in small sided games that increase their opportunities to respond by limiting participants and space.)			
Alternative Assessments (Any learning activity or assessment that asks students to <i>perform</i> to demonstrate their knowledge, understanding and proficiency)	Safety First (Students complete a google form asking them to explain some basic ways to remain safe and limit some of the inherent risks of game play)			
Benchmark Assessments (used to establish baseline achievement data and measure progress towards grade level standards; given 2-3 X per year)	Position Worksheet (Students are asks to identify where players belong on the court and also identify some key terms used for either offense or defense such as block, save, score, advance, shot, clear, assist)			
· · · ·	RESOURCES			
Core instructional materials: Children Moving, A Reflective App	roach to Teaching Physical Education, George Graham			
Supplemental materials:	urces (Online Physical Education Network)			
OPEN Physical Education Resources (Online Physical Education Network) Modifications for Learners				
See <u>appendix</u>				