

1st Grade Physical Education Scope & Sequence

Grading Period	Focus TEKS (R) Readiness (S) Supporting	Learning Targets
Throughout the School Year (Movement, Health/Fitness, SEL)	 Demonstrate foot patterns Demonstrate control in ball Demonstrate ability to wor Motor skills require correct Describe, select and discut Participate in moderate to rate and perspiration Participate in flexibility exet Lift and support own body Active vs. Inactive lifestyle Importance of protective e Know starting and stopping Know the physical boundat Follow directions and appli Interact, cooperate and rest 	n moving different directions at different speeds. in hopping, jumping, skipping, leaping, galloping and sliding. ancing and traveling activities. k with a partner - such as leading and following. practice. ss physical activities for enjoyment and challenge. vigorous physical activities daily that increase heart rate, breathing rcises for shoulders, legs, trunk etc weight. Ex: hanging, hopping, jumping and crab positions. s. quipment – shoes, clothing, helmets, kneepads, etc. g signals. ries and rules of activities. y safe movement practices

Safety	1.5 C,D,E	 Protection from harmful sun effects List water safety rules / simple extension rescue.
		• Discuss emergency situations common to physical activity including universal precautions, calling 911, specific facility awareness etc.
Body Awareness	1.1A	 Know personal space when moving different directions at different speeds.
Locomotor Skills	1.1 A.B	 Know personal space when moving different directions at different speeds. Demonstrate foot patterns in hopping, jumping, skipping, leaping, galloping and sliding
Tossing and Catching	1.1 H	 Demonstrate on cue - key elements in overhand throw, underhand throw and catch.
Striking		
Ball Handling	1.1 H	 Demonstrate on cue - key elements in overhand throw, underhand throw and catch.
Jump Rope	1.1 G	 Jump a long jump rope.

Gymnastics	1.1C , 1.2 B	 Demonstrate base of supporteffects on balance. Demonstrate control in balancing and traveling activities.
Cooperative Games/Recreational Games	1.1D , 1.6B , 1.7 A,B,C	 Demonstrate ability to work with a partner - such as leading and following. explain boundaries and rules for simple games. Follow directions apply safe movement practices. Interact, cooperate and respect others. Resolve conflict with your words and/or teacher's help.
Rhythms	1.1 E,F	 Clap in time to a simple rhythmic beat. Create and imitate movement in response to selected rhythms.