



Physical Education : Application of Knowledge, Skills, and Strategies

Competency: Individuals demonstrate competency in a variety of motor skills and movement patterns while applying knowledge of concepts, principles, strategies and tactics related to movement and performance.

Grade Level Competency: Kindergarten				
Students will perform physical skills in a variety of combinations and movement patterns and will begin to demonstrate use of strategies and recognize their effectiveness.				
Criteria	Extending	Proficient	In Progress	Beginning
Application of Rules and Concepts/ Strategies	A complex performance or application of learning that is transferred to new or novel situations beyond the content area, makes extended or abstract connections to authentic, real-world, multifaceted situations, and/or constructs entirely new ideas that are transformational.	I can apply key knowledge (terminology, game rules) and motor skills and movement patterns in a variety of activities.	I am learning rules, motor skills and movement patterns and beginning to apply them in familiar activities.	I am learning motor skills and movement patterns.
MDE grade level benchmarks embedded explicitly in the rubric				
Kindergarten 0.1.3.1 Roll and throw underhand with opposite foot forward.				



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Grade Level Competency: Grades 1-2				
Students will perform physical skills in a variety of combinations and movement patterns and will begin to demonstrate use of strategies and recognize their effectiveness.				
Criteria	Extending	Proficient	In Progress	Beginning
Application of Rules and Concepts/ Strategies	A complex performance or application of learning that is transferred to new or novel situations beyond the content area, makes extended or abstract connections to authentic, real-world, multifaceted situations, and/or constructs entirely new ideas that are transformational.	I can apply key knowledge (terminology, game rules) and motor skills and movement patterns in a variety of activities. <input type="checkbox"/> Grade 1 <input type="checkbox"/> Grade 2	I am learning rules, motor skills and movement patterns and beginning to apply them in familiar activities. <input type="checkbox"/> Grade 1 <input type="checkbox"/> Grade 2	I am learning motor skills and movement patterns. <input type="checkbox"/> Grade 1 <input type="checkbox"/> Grade 2



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Grade Level Competency: Grades 3-4

Students will perform physical skills in a variety of combinations and movement patterns and will begin to demonstrate use of strategies and recognize their effectiveness.

Criteria	Extending	Proficient	In Progress	Beginning
Application of Concepts and Strategies	A complex performance or application of learning that is transferred to new or novel situations beyond the content area, makes extended or abstract connections to authentic, real-world, multifaceted situations, and/or constructs entirely new ideas that are transformational.	I can apply key knowledge (terminology, game rules and strategies) and combine motor skills and movement patterns in a variety of activities. <input type="checkbox"/> Grade 3 <input type="checkbox"/> Grade 4	I can apply key knowledge (terminology, game rules) and motor skills and movement patterns in a variety of activities. <input type="checkbox"/> Grade 3 <input type="checkbox"/> Grade 4	I am learning rules, motor skills and movement patterns and beginning to apply them in a variety of activities. <input type="checkbox"/> Grade 3 <input type="checkbox"/> Grade 4



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Competency: Individuals demonstrate competency in a variety of motor skills and movement patterns while applying knowledge of concepts, principles, strategies and tactics related to movement and performance.

Grade Level Competency: Grades 5-6:

Students will perform complex movement patterns and apply knowledge of concepts/strategies in a variety of activities. Students will explain the effectiveness of a chosen strategy.

Criteria	Extending	Proficient	In Progress	Beginning
Application of Rules and Concepts/ Strategies	A complex performance or application of learning that is transferred to new or novel situations beyond the content area, makes extended or abstract connections to authentic, real-world, multifaceted situations, and/or constructs entirely new ideas that are transformational.	I can apply key knowledge (terminology, game rules) and combine motor skills and complex movement patterns. I can apply strategy in a variety of activities, and explain whether or not a strategy was effective. <input type="checkbox"/> Grade 5 <input type="checkbox"/> Grade 6	I can apply key knowledge (terminology, game rules) and combine motor skills and movement patterns in a variety of activities. I can apply strategy in a familiar activity. <input type="checkbox"/> Grade 5 <input type="checkbox"/> Grade 6	I can apply key knowledge (terminology, game rules) and motor skills and movement patterns in a variety of activities. <input type="checkbox"/> Grade 5 <input checked="" type="checkbox"/> Grade 6



Physical Education : Application of Knowledge, Skills, and Strategies

Competency: Individuals demonstrate competency in a variety of motor skills and movement patterns while applying knowledge of concepts, principles, strategies and tactics related to movement and performance.

Grade Level Competency: Grades 7-8

Students will perform complex movement patterns and apply knowledge of concepts/strategies in a variety of activities. Students will explain the effectiveness of a chosen strategy.

Criteria	Extending	Proficient	In Progress	Beginning
Application of Concepts and Strategies	A complex performance or application of learning that is transferred to new or novel situations beyond the content area, makes extended or abstract connections to authentic, real-world, multifaceted situations, and/or constructs entirely new ideas that are transformational.	<p>I can apply key knowledge (terminology, game rules) and combine motor skills and complex movement patterns.</p> <p>I can apply strategy in a variety of activities, and reflect on the effectiveness for future use.</p> <p><input type="checkbox"/> Grade 7 <input type="checkbox"/> Grade 8</p>	<p>I can apply key knowledge (terminology, game rules) and combine motor skills and complex movement patterns.</p> <p>I can apply strategy in a variety of activities, and explain whether or not a strategy was effective.</p> <p><input type="checkbox"/> Grade 7 <input type="checkbox"/> Grade 8</p>	<p>I can apply key knowledge (terminology, game rules) and combine motor skills and movement patterns in a variety of activities.</p> <p>I can apply strategy in a familiar activity.</p> <p><input type="checkbox"/> Grade 7 <input type="checkbox"/> Grade 8</p>



Physical Education : Application of Knowledge, Skills, and Strategies

Competency: Individuals demonstrate competency in a variety of motor skills and movement patterns while applying knowledge of concepts, principles, strategies and tactics related to movement and performance.

Grade Level Competency: Grades 9-12

Students will apply knowledge of sport concepts, principles and tactics to a variety of games, sports, and activities in order to execute complex skills and strategies and develop personalized physical activity plans.

Criteria	Extending	Proficient	In Progress	Beginning
Application of Rules, Concepts and Strategies	A complex performance or application of learning that is transferred to new or novel situations beyond the content area, makes extended or abstract connections to authentic, real-world, multifaceted situations, and/or constructs entirely new ideas that are transformational.	<p>I can apply key knowledge (e.g. terminology, game rules and strategies, programming principles, components of fitness, etc.) and appropriate motor skills and movement techniques in a variety of physical activities.</p> <p>I can use my acquired knowledge, skills and techniques to develop a plan for engaging in physical activity.</p>	<p>I can apply key knowledge (e.g. terminology, game rules and strategies, programming principles, components of fitness, etc.) and appropriate motor skills and movement techniques in a variety of physical activities.</p> <p>I can identify opportunities to be active outside of the classroom.</p>	I can apply key knowledge (e.g. terminology, game rules and strategies, programming principles, components of fitness, etc.) and appropriate motor skills and movement techniques in a variety of physical activities.