Unit Name	Physical Fitness/Health	Volleyball/Health	Pickleball/Health	Basketball/Health
Time Frame	9 weeks	9 weeks	9 weeks	9 weeks
Standards	PE6.3a-j PE6.5a-d HE6.2a-j HE6.6a-d HE.6.8a-d	<u>PE6.1a-e</u> <u>PE6.2a-f</u> <u>PE6.3a-j</u> <u>HE6.1a-m,</u> <u>HE6.3a-d</u>	<u>PE6.1a-e</u> <u>PE6.2a-f</u> <u>PE6.4a-c</u> <u>HE6.4a-b</u> <u>HE6.7a-c</u>	<u>PE6.1a-e</u> <u>PE6.2a-f</u> <u>PE6.3a-j</u> <u>HE6.5a-g</u>
Approaches To Learning Instructional Strategies	Research -Information Literacy Skills In order for students to improve their fitness levels, they will make connections between different aspects of health and describe how they affect well-being. Self-Management -Organizational Skills In order for students to improve fitness levels, they will plan short and long-term goals, and make a personal fitness plan to achieve goals.	Social -Collaboration Skills In order for students to be effective and utilize proper technique in volleyball they will need to give and receive meaningful feedback. Self-Management -Reflection Skills In order for students to learn how to bump, set, and spike/hit, they will need to develop new volleyball skills being taught to them.	Thinking -Critical Thinking Sillas In order for students to be effective and utilize proper technique in pickleball they will need to practice observing other students carefully to recognize problems. Self-Management -Affective Skills In order for students to learn backhand and forehand strikes they will need to practice focus and concentration with repetition.	Self-Management -Organizational Skills In order for students to improve their skills in basketball, students will set goals that are challenging and realistic. Communication -Interaction Skills In order for students to develop proper teamwork in basketball they will need to actively listen to verbal calls from their teammates during game play.

Statement of Inquiry	A healthy lifestyle can be developed through movement activities in different environments.	Managing player and team conflict builds healthy communication and relationships.	Human body systems work together when exercising and can improve personal, physical, mental, social, and spiritual health.	Participants in sport can bring different perspectives to the development and application of rules.
Global Context				
	Identities and Relationships	Identities and Relationships	Identities and Relationships	Fairness and Development
	 personal, physical, mental, social and spiritual health Physical, psychological and social development; transitions; health and well-being; lifestyle choices 	 personal, physical, mental, social and spiritual health Physical, psychological and social development; transitions; health and well-being; lifestyle choices 	 personal, physical, mental, social and spiritual health Physical, psychological and social development; transitions; health and well-being; lifestyle choices 	 the ways in which we reflect on, extend and enjoy our creativity; our appreciation of the aesthetic Competition and cooperation; teams, affiliation and leadership
Key Concepts				
	Change	Communications	Relationships	Development
	Change is a conversion, transformation or movement from one form, state or value to another.Inquiry into the concept of change involves understanding and evaluating causes, processes and consequences.	Communication is the exchange or transfer of signals, facts, ideas, symbols. It requires a sender, a message, and a receiver. Communication involves conveying information or meaning. Effective communication requires a common "language", verbal or nonverbal	Relationships are connections and associations between properties, objects, people, ideas, human community and the world. Any change in relationship brings consequences, small or affecting large networks like human societies and the planetary ecosystem.	Development is the act or process of growth, progress or evolution, sometimes through iterative improvements.

Related Concepts Environment Movement Balance Systems - Performers must - Balance is a state of - Effective game play relies on - Movement refers to the types and understand environmental participants' understanding of equilibrium between contrasting, ways in which objects move. influences in order to be opposing, or interacting factors. multiple systems, including their Sporting movements are normally successful. An environment does Balance can occur in many forms components and interaction. Systems divided into two categories: not have to be physical. The are often dynamic; they frequently offensive (attacking) and defensive digital environment, especially need to be adapted to meet changing however, various degrees occur social media, has a significant circumstances within these two categories impact on personal, mental, emotional and social health **Design Cycle** Movement Combinations Movement Combinations Movement Combinations Movement Combinations • Transdisciplinary Motor Skills Motor Skills Specialized manipulative skills Specialized manipulative skills . • Specialized manipulative skills Health-related fitness Motor Skills **Rhythm Sequences** • Physically Active Physically Active Opportunities • Skill-related fitness Motor Skills ٠ **Opportunities** Health-Related Fitness Physically Active Opportunities Skill-related fitness Personal and Social Skill-Related Fitness Personal and Social Behavior in Physically Active Opportunities • • • ٠ Behavior in Physical Activity Moderate to Vigorous Physical Physical Activity Settings Health-Related Fitness Settings Activity (MVPA) • Safe Practices with Physical • Skill-Related Fitness Safe Practices with Physical Frequency, Intensity, Time, and Education Equipment and Moderate to Vigorous Physical • Facilities Education Equipment and Type (FITT) Activity (MVPA) Facilities Georgia Fitness Goals Independent Physical Activity Frequency, Intensity, Time, and Independent Physical • • Disease prevention & Validity of Georgia Fitness Goals Type (FITT) Activity Health Promotion Avoid/Reduce Health Risks Georgia Fitness Goals Media and Technology Health Resources & Alternatives Conflict Management and **Decision-Making Skills to** ٠ • • Health Effects of Alcohol, Tobacco, **Resolution Strategies** enhance Health • Personal Health Practices ٠ and/or other drugs (Vaping) and ٠ Personal Health Behaviors • Analyzing influences of Healthy or Unhealthy choices and Goals legal implications Healthy Eating Georgia Fitness Goals Personal Health and Well-Being Enhance Health with Predicting the outcomes of • Avoid/Reduce Health Risks Characteristics of Healthy Verbal/Non-verbal Health-Related Decisions • Social and Physical Benefits Relationships communication • **Healthy Alternatives** of being physically active Positive Alternatives to Using Health Enhancing Behaviors Personal Health Behaviors Alcohol and other drugs. Modeling Healthy Behaviors Healthy Eating • Short and long term effects of Health Enhancing Behaviors engaging in risky behaviors. Modeling Healthy Behaviors • Reduce or prevent injuries

MYP Assessments/ Performance Tasks	Common Assessments Title and Criterion:	Common Assessments Title and Criterion:	Common Assessments Title and Criterion:	Common Assessments Title and Criterion:
	Formative Assessment:	Formative Assessment:	Formative Assessment:	Formative Assessment:
	Teacher observation of student participation and effort in circuit training and fitness activities.	Teacher observation of initial striking of the volleyball.	Teacher observation of initial striking of the pickleball.	Teacher observation of initial dribbling, passing, and shooting of the basketball.
		Summative Assessment:	Summative Assessment:	
	Summative Assessment:	Students will apply skills learned in	Students will apply skills learned in	Summative Assessment:
	Pre and Post-test of Fit Georgia Assessment	Students will apply skills learned in real game situations and write a reflection on the volleyball unit.	Students will apply skills learned in real game situations and write a reflection on the pickleball unit.	Students will apply skills learned in real game situations and write a reflection on the basketball unit.
	Performance Tasks:	Performance Tasks:	Performance Tasks:	
				Performance Tasks:
	Students will participate in	Students will practice the "set"	Students will practice the forehand	
	various physical fitness activities	technique by hitting the volleyball	technique by striking the ball against	Students will participate in a circuit
	in a Circuit Training routine. These	against the wall attempting to hit the over the designated target. Students	the wall attempting to hit the designated target. Students will watch	training type of activity designed to improve basketball skills. These skills
	activities will include but are not limited to planks, jump rope,	will watch and record the amount of	and record the amount of times the	include, basketball weaving, layups,
	step-ups, sit-ups, resistance	times the ball hits over the target.	ball hits the target.	team games, elimination games, free
	strength training, squats, and			throw shooting, passing, perimeter
	walking. Students will participate	Students will practice the "bump"	Students will practice the backhand	shooting, and suicide dribble.
	in a fitness circuit and perform	technique by hitting the volleyball	technique by striking the ball against	Students will practice these skills until
	exercises at their own pace for 1	against the wall attempting to hit the	the wall attempting to hit the	mastery is accomplished.
	minute each with 30 second rests	volleyball over the designated target.	designated target. Students will watch	
	in between.	Students will watch and record the	and record the amount of times the	Students will participate in a circuit
	Students will practice	amount of times the ball hits the target.	ball hits the target.	training type of activity designed to improve defensive basketball skills.
	interval-training workouts in	laiget.	Students will practice the forehand	These skills include defensive stance,
	which students will complete 2	Students will participate in various	and backhand technique by striking	rebounding, close-out, king of the hill,
	minutes of slow jogging at their	volleyball activities to utilize skills	the ball bounced in front of them	and one-on-one play.
	own pace and walk for 3 minutes.	learned during instruction. Students	attempting to hit the ball over the	
	Students will perform 3 intervals.	will practice the "set" and "bump"	net. Students will have different roles:	Students will practice basketball skills
	The teacher will time and monitor	technique by striking the volleyball	striker, thrower, shagger, and the	in their groups to demonstrate
	students during running. Students	attempting to hit the volleyball over	remaining students will help retrieve	mastery. Students will then practice
	will run at their individual pace.	the net. Students will have different	the ball.	their basketball skills by participating
		positions and rotate in a clockwise		in real game situations. Students will

	Students will explain and illustrate the positive and negative influences that media has on health and unhealthy behavior. Students will develop a personal fitness plan to achieve fitness goals based on pre-test scores on the Fit Georgia Assessment.	formation. Students will have to use effective communication to inform Students will research information on the short and long-term effects of vaping, tobacco, and alcohol. Design a poster or design a brochure raising awareness and providing relevant information on the effects on those substances.	Students will demonstrate verbal and nonverbal communication skills (Erin's Law), and analyze scenarios describing both. Students will identify personal health behaviors and demonstrate an understanding of the importance of exercise.	be placed into groups based on their skill level and play 3-on-3 games for 5 minute intervals. Students will analyze influences that affect making healthy and unhealthy choices. Students will identify situations involving making good decisions and choosing friends.
Differentiation For Tiered Learners	Marietta City Schools teachers provide specific differentiation of learning experiences for all students. Details for differentiation for learning experiences are included on the district unit planners.			for learning experiences are included on