

Unit: Movement & Space

Days 1-3

Rotation	Date:		Date:		Date:
Class	Day 1	Class	Day 2	Class	Day 3
5 –	Intro: Unit Overview Activity 1: Passing Beanbag Relays (partners or teams of 3) Activity 2: Wolfe’s Beanbag Exchange -say name of person who they pass to	5 –	Intro: 2 v 2 passing beanbags Activity 1: Hoop Guard (regular rules) -beanbags -3 groups -no running with beanbag	5 –	Intro: 4 v 4 team passing Activity 1: Hoop Guard (modified rules and alternative equipment) -some groups get footballs, dodgeballs, or -some groups may run with the ball
4 -	Intro: Unit Overview Activity 1: Passing Beanbag Relays (partners or teams of 3) Activity 2: Wolfe’s Beanbag Exchange -say name of person who they pass to	4 –	Intro: 2 v 2 passing beanbags Activity 1: Hoop Guard (regular rules) -beanbags -3 groups -no running with beanbag	4 –	Intro: Review Activity 1: Hoop Guard (modified rules and alternative equipment) -some groups get footballs, dodgeballs, or -some groups may run with the ball
3 –	Intro: Unit Overview Activity 1: Passing Beanbag Relays (partners or teams of 3) Activity 2: Wolfe’s Beanbag Exchange -say name of person who they pass to	3 –	Intro: 2 v 2 passing beanbags Activity 1: Hoop Guard (regular rules) -beanbags -3 groups -no running with beanbag	3 –	Intro: Review Activity 1: Hoop Guard (modified rules and alternative equipment) -some groups get footballs, dodgeballs, or -some groups may run with the ball
2 –	Intro: Unit Overview Activity 1: Locomotor Warmup (Google Slides) Activity 2: Musical Hoops	2	Intro: Funtervals Activity 1: Pathway Maps Activity 2: Freeze Tag (use pathways in tag game)	2	Intro: Sonic Fitness Run (levels) https://www.youtube.com/watch?v=hE69bmzSbEw Activity 1 - Claymakers (focus on “safe hands/bodies”) Activity 2 - Line Tag (pathways)
K -	Intro: Unit Overview	K	Intro: Funtervals Activity 1: Pathway Maps	K	Intro: Sonic Fitness Run (levels)

	Activity 1: Locomotor Warmup (Google Slides) Activity 2: Musical Hoops		Activity 2: Freeze Tag (use pathways in tag game)		https://www.youtube.com/watch?v=hE69bmzSbEw Activity 1 - Claymakers (focus on "safe hands/bodies") Activity 2 - Line Tag (pathways)
1 -	Intro: Unit Overview Activity 1: Locomotor Warmup (Google Slides) Activity 2: Musical Hoops	1	Intro: Funtervals Activity 1: Pathway Maps Activity 2: Freeze Tag (use pathways in tag game)	1	Intro: Sonic Fitness Run (levels) https://www.youtube.com/watch?v=hE69bmzSbEw Activity 1 - Claymakers (focus on "safe hands/bodies") Activity 2 - Line Tag (pathways)

Grade	Standard	Evidence Outcomes
K	1.1.1.a	Travel within a large group without bumping into others or falling while using a variety of locomotor skills.
K	1.1.1.b	Demonstrate contrasts between slow and fast speeds while using locomotor skills.
K	1.1.1.c	Travel in straight, curved, and zigzag pathways.
K	2.2.2.c	Create shapes at high, medium, and low levels by using hands, arms, torso, feet, and legs in a variety of combinations.
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1st	1.2.3.c	Recognize personal space, high and low levels, fast and slow speeds, straight, curved, and zigzag pathways, balance, and twist.
1st	1.1.1.b	Demonstrate locomotor movements in a variety of pathways and levels.
2nd	1.1.1.a	Demonstrate skipping, hopping, galloping, and sliding while transitioning on command.
2nd	1.1.1.d	Identify major characteristics of the skills of walking, running, jumping, hopping, and leaping.
3rd	1.1.1.a	Demonstrate changes of pathways, levels, forces, and direction with manipulatives.
3rd	1.1.1.d	Demonstrate skills of chasing, fleeing, and dodging to avoid others.
4th	1.1.1.a	Dribble and pass an object to a moving receiver.
4th	1.1.1.b	Throw, catch, and kick to self or a partner.

5th	1.1.2.a	Use basic understanding of the knowledge of strategies in activity settings such as moving to open space to receive a pass or intercepting an object.
5th	1.2.3.c	Analyze and use basic offensive and defensive strategies, and apply rules in modified games and activities.