Moonachie School District Physical Education Curriculum: Grades 3-5

New Jersey Student Learning Standards for Comprehensive Health and Physical Education

Born On: August 23, 2022

Pending Re-Adoption: August 26, 2025

Throughout the curriculum, you will find the integration of the 10 New Jersey CHPE Practices naturally embedded.

The 10 Comprehensive Health and Physical Education practices describe the ways in which individuals in these field engage in their careers as well as reflect the actions and behaviors of active, informed, responsible individuals and contributing community members. Curriculum writers and educators will want to consider how they can design learning experiences that will enable their students to develop these skills in conjunction with the content knowledge reflected in the core ideas and performance expectations.

Acting as responsible and contributing member of society	Individuals who possess health and physical literacy understand the obligations and responsibilities of being a member of a community. They demonstrate this understanding every day through their interactions with others. They are conscientious of the impacts of their decisions on others and on their environment. They consider the short-term and long-term consequences of their actions and seek to act in ways that contribute to the betterment of their families, teams, community, and school. They are reliable and consistent in going beyond the minimum expectation and in participating in community outreach that serves the greater good.	
Building and maintaining healthy relationships	Individuals who possess health and physical literacy establish and maintain healthy relationships by utilizing positive communication and social skills to interact effectively with others. They are aware of others' feelings and ideas. They respect differences and identify ways to resist inappropriate social pressure. Students demonstrate the ability to prevent and resolve interpersonal conflicts in constructive ways. They identify who, when and where, or how to seek help for oneself or others when needed.	
Communicating clearly and effectively (verbal and nonverbal)	Individuals who possess health and physical literacy communicate thoughts, ideas, emotions and action plans with clarity, using written, verbal and/or visual methods. They are excellent communicators who master movements, word choices, and use of effective tone and presentation skills to articulate ideas and movements. They are skilled at interacting with others as they are achieved by the second prepare accordingly to ensure the second prepare accordingly to ensure the desired outcome.	
Resolving conflict	Individuals who possess health and physical literacy acknowledge problems in school and in the community and develop skills to create strategies to resolve the issue. They are aware of the reason(s) of the conflict and quickly take positive action to address the problem. They thoughtfully probe the root cause of the conflict prior to introducing a resolution. They carefully consider the consequences both positive and negative to resolve the conflict. Once a resolution is agreed upon, they follow through to ensure the conflict is resolved, whether through their own actions or the	

	actions of others and they take the necessary steps to eliminate the conflict from recurring.
Attending to personal health, emotional, social and physical well-being	Individuals who possess health, emotional, social and physical literacy understand the relationship between the body and the mind. They create and implement a personal self-care plan that promotes a healthy lifestyle. They recognize the importance of a healthy diet, regular exercise, and promote mental health activities that lead to healthier behaviors. They also take regular actions that contribute to their personal, emotional, and social well-being by regulating emotions, understanding personal self-care, and engaging in appropriate self-expression. Establishing outlets that are safe and take place in healthy environments allow for positive social interaction for self and others. They recognize that an active body promotes an active healthy mind that contributes to their overall health.
Engaging in an active lifestyle	Individuals who possess health and physical literacy understand the importance of wellness and being active throughout their lifetime. They understand that daily activity is crucial to establishing and maintaining good health habits of regular exercise, a balanced diet, and healthy social and mental activities that encourage help seeking skills. They know that an active lifestyle lowers the risk of cardiovascular diseases by strengthening the immune system. They also take regular action to contribute to their active lifestyle with regular health exams, a personalized fitness plan, and balanced daily schedule that provides the peace of mind and satisfaction required to fully enjoy an active lifestyle.
Making decisions	Individuals who possess health and physical literacy make informed, responsible decisions in order to lead a lifestyle that promotes wellness. Students examine their options and consider their values, their own beliefs, and consequences, that will impact their decisions. They develop, implement, and model effective critical thinking skills in their decision-making process. They consider the impacts of the decisions to self and others and evaluate whether the results of their decision promote one's health or present a risk. They analyze if a decision can be made individually or collaboratively.
Managing-self	Individuals who possess health and physical literacy understand and practice strategies for managing one's own emotions, thoughts and behaviors. They recognize the skills needed to establish and achieve success in situations. They identify and apply skills, such as self-regulating, self-control, asking questions, and setting goals to persevere and overcome barriers. They research reliable sources to inform and engage in healthy behaviors. They reflect on personal experiences, and recognize their strengths, traits and limitations to avoid risky or dangerous behaviors and situations.

Setting goals	Individuals who possess health and physical literacy are focused with a plan in mind and a task to complete. They set high but realistic standards, prioritize responsibilities, utilize time wisely and think short and long-term to achieve the intended results. Goal-setters are organized, self-directed, highly motivated, curious, and desirous of living healthy and productive lives.
Using technology tools responsibly	Individuals who possess health and physical literacy find and maximize the productive value of existing with new technology to accomplish personal and professional tasks. They are flexible and adaptive in acquiring and operating new technology. They are proficient with ubiquitous technology applications. They understand the laws, inherent risks—personal and organizational—of technology applications, and they take actions to prevent or mitigate these risks as responsible users.

CHPE: PHYSICAL EDUCATION

Grades 3-5

2.2 Physical Wellness

DISCIPLINARY CONCEPT: MOVEMENT SKILLS AND CONCEPTS

Movement Skills and Concepts include learning and investigating the fundamentals of movement (on land, water, snow, sand and ice) from one place to another and the understanding of biomechanics (how the body moves, grows and matures). Movement skills fall into three main categories: locomotor, non-locomotor, and manipulative skills. Concepts into categories such as spatial awareness (where the body moves), body awareness (what can the body do), qualities of movement (how the body moves and with whom/what does the body move).

Core Ideas	Performance Expectation Standards
Competent and confident age appropriate performances of gross, fine motor and manipulative skills, with execution of movement skills and concepts individually and in groups enhance (intensifies) physical activities, free movement, games, aerobics, dance, sports and recreational activities.	 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.
Constructive feedback from others impacts improvement, effectiveness and participation in movement skills, concepts, sportsmanship and safety.	 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.
Teams apply offensive, defensive, and cooperative strategies in most games, sports and physical activities.	 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.

Key Vocabulary	Student Learning Objectives	Suggested Tasks/Activities	Evidence of Learning (Assessment)	
Activity 1: 2.5.MSC.1	Activity 1	Activity 1	Activity 1	
Personal Space	- Students will be able to	Grade 3:	- Self evaluation	
General Space	demonstrate body	- Circuit/Station: Students	- Peer evaluation	
Coordination	management skills and	rotate through various	- Teacher evaluation	
Balance	control when moving in	stations where students work	- Quizzes	

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Flexibility Agility Cooperation Teamwork Sportsmanship	relation to others, objects, and boundaries in personal and general space.	on various skills connected with the current unit Relay Races (ex: crab walk, bear crawl, walk backwards, etc.) Jump Rope Obstacle Courses Grade 4: Jump roping skills (long ropes, jump rope tricks, personalized ropes) Chasing and Fleeing Grade 5: Paired Partner Skills: Teacher modeling of skill positions (can be reinforced and supplemented with video) Yoga Evasion Games	
		- Double Dutch	
		- Gymnastics	
Activity 2: 2.2.5.MSC.2 Unison Partners Pathways Personal space	- Students will be able to explain and demonstrate dance and gymnastic movement sequences,	Activity 2 Grade 3: - Students are exposed to different types of line dances (Cotton Eye Joe, Electric	Activity 2 - Self evaluation - Peer evaluation - Teacher evaluation - Quizzes
Culture Tempo Balance	individually and with others, in response to various tempos, rhythms, and	Slide, etc). - Rolls / Walks	
Agility Muscle memory Planning	musical styles.	Grade 4: - Students will follow along the drum fit videos.	
Communication Coordination		Cultural DancesBasic tumbling routines	
		Grade 5:	

	- Students create their own	
	line dance movements and	
	pick their own music	
	 Students record and present 	
	their own line dance.	
	- Creating Gymnastic Routines.	
tivity 3	Activity 3	Activity 3
- Students will be able to begin	Grade 3:	- Self evaluation
to demonstrate and perform	- Keep Away Games	- Peer evaluation
movement skills with	- Keep It Up Games	- Teacher evaluation
developmentally appropriate	- Kickball Games	- Cognitive Skill-Cue Review
control in isolated settings	 Wiffle Ball Games 	- Quizzes
and applied settings including	 Sport-Specific (Skills) 	
skill practice, games, sports,		
recreational activities, and/or	Grade 4:	
dance.	 Team-Building Games 	
	 Ultimate Frisbee 	
	- Team Handball	
	- Sport-Specific (lead -up	
	games)	
	Grade 5:	
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	 Students will be able to begin to demonstrate and perform movement skills with developmentally appropriate control in isolated settings and applied settings including skill practice, games, sports, recreational activities, and/or dance. 	pick their own music Students record and present their own line dance. Creating Gymnastic Routines. Activity 3 Activity 3 Activity 3 Grade 3: Keep Away Games Keep It Up Games Kickball Games Kickball Games Wiffle Ball Games Wiffle Ball Games Sport-Specific (Skills) Grade 4: Team-Building Games Ultimate Frisbee Team Handball Sport-Specific (lead -up

Activity 4: 2.2.5.MSC.4	Activity 4	Activity 4	Activity 4
Stability	- Students will be able to begin	Grade 3:	- Self evaluation
Balance	to develop the necessary	 Circuit/Station: Students 	- Peer evaluation
Coordination	body control to improve	rotate through various	- Teacher evaluation
Agility	stability and balance during	stations where students work	- Quizzes
Body Control	movement and physical	on various skills connected	
	activity.	with the current unit	
		- Relay Races (ex: crab walk,	
		bear crawl, walk backwards,	
		etc.)	
		- Jump Rope	
		- Obstacle Courses	
		Grade 4:	
		 Jump roping skills (long 	
		ropes, jump rope tricks,	
		personalized ropes)	
		 Chasing and Fleeing 	
		Grade 5:	
		- Paired Partner Skills:	
		 Teacher modeling of skill 	
		positions (can be reinforced	
		and supplemented with	
		video)	
		- Yoga	
		- Evasion Games	
		- Double Dutch	
		- Gymnastics	
Activity 5: 2.2.5.MSC.5	Activity 5	Activity 5	Activity 5
Successfulness	- Students will be able to	Grade 3:	- Self evaluation
Constructive criticism	correct movement skills and	- Locomotor Activities (Relay	- Peer evaluation
 positive and negative 	analyze concepts in response	races, Tag games, etc.)	- Teacher evaluation
feedback	to external feedback and		- Quizzes
Improvement	self-evaluation with	Grade 4:	
Self acceptance	understanding and	- Skill-related Activities	
	demonstrating how the		
	change improves	Grade 5:	
	performance.	- Paired Partner Skills	
Activity 6: 2.2.5.MSC.6	Activity 6	Activity 6	Activity 6
Behaviors	 Students will be able to 	Grade 3:	- Self evaluation

Etiquette Sportsmanship Respect Teamwork Safety	execute appropriate behaviors and etiquette while participating as a player and viewing as an observer during physical activity, games, and other events, contributing to a safe environment.	 Back to school lessons Team Building/Cooperative Games Sportsmanship lessons Back to school lessons Team Building/Cooperative Games Sportsmanship lessons Grade 5: Back to school lessons Grade 5: Back to school lessons Team Building/Cooperative Games 	 Peer evaluation Teacher evaluation Quizzes
		- Sportsmanship lessons	
Activity 7: 2.2.5.MSC.7 Rules Strategy Sportsmanship Teamwork Body Awareness Spatial Awareness	- Students will be able to apply specific rules, strategies, and procedures for specific physical activity, games, and sports in a safe active environment.	 Keep Away Games Keep It Up Games Kickball Games Wiffle Ball Games Sport-Specific (Skills) Grade 4: Team-Building Games Ultimate Frisbee Team Handball Sport-Specific (lead -up games) 	Activity 7 - Self evaluation - Peer evaluation - Teacher evaluation - Quizzes
		Grade 5:	
		 Capture the Flag Invasion Games Floor Hockey Volleying skills Badminton Sport-Specific (lead-up games/sport -specific activities) 	
Resources/Materials	Resources: https://www.youtube.com/watch?v=>	<u>(xbXqVt-nNA</u>	

https://www.youtube.com/watch?v=fnO-IGEMOXk

https://www.youtube.com/watch?v=XxbXqVt-nNA

https://www.youtube.com/watch?v=fnO-IGEMOXk

https://www.youtube.com/watch?v=XxbXqVt-nNA

https://www.youtube.com/watch?v=fnO-IGEMOXk

https://thephysicaleducator.com/

https://www.pecentral.org/

https://www.youtube.com/watch?v=X655B4ISakg

https://cosmickids.com/

www.thepeproject.com

https://kirawilley.com/album/840172/mindful-moments-for-kids-free

https://peuniverse.com/

https://fairviewpe.blogspot.com/

https://teachphysed.weebly.com/

https://fitnessgram.net/

Materials:

Pedometers, Heart Rate monitors, Fitness Apps (Myfitnesspal, Mapmyrun, Strava, Future, Apple Health, Google Fit, Nike Run), Videos of specific exercises/movements, worksheets and handouts, mats, bands, jump ropes, Balance boards, medicine balls, Various balls, Hula-Hoops, Jump Ropes, Pinnies, Poly Spots, Yoga Mats, Stop Watches, Bats, Cones, Goals, Basketball Hoops, Dice, Bean Bags, Hurdles, Rubber Chickens, Scooters, Balance Beams, Pool Noodles, Gymnastic Mats, Music, Frisbee, Spikeball, Can Jam, Cornhole, Ladder ball, Horseshoes, Table Tennis, flags

Interdisciplinary Connections

<u>Science</u>

Grade 3

PS2.A: Forces and Motion

Each force acts on one particular object and has both strength and a direction. An object at rest typically has multiple forces acting on it, but they add to give zero net force on the object. Forces that do not sum to zero can cause changes in the object's speed or direction of motion. (Boundary: Qualitative and conceptual, but not quantitative addition of forces, are used at this level.) (3-PS2-1)

Grade 4

PS3.B: Conservation of Energy and Energy Transfer

Energy is present whenever there are moving objects, sound, light or heat. When objects collide, energy can be transferred from one object to another, thereby changing their motion. In such collisions, some energy is typically also transferred to the surrounding air; as a result, the air gets heated and sound is produced.

Light also transfers energy from place to place.

Energy can also be transferred from place to place by electric currents, which can then be used locally to produce

	motion, sound, heat, or light. The currents may have been produced to begin with by transforming the energy of motion into electrical energy.
	Grade 5 S2.B: Types of Interactions The gravitational force of Earth acting on an object near Earth's surface pulls that object toward the planet's center.
	9.4.5.Cl.3: Participate in a brainstorming session with individuals with diverse perspectives to expand one's thinking about a topic of curiosity (e.g., 8.2.5.ED.2, 1.5.5.CR1a).
Computer Science and Design Thinking	8.1.5.DA.5: Propose cause and effect relationships, predict outcomes, or communicate ideas using data.

Modifications				
Multilingual Learners	Special Education	At Risk of School Failure	Gifted and Talented	504
Repeated instructions	Equipment:	Teacher modeling	Curriculum compacting	Equipment:
Same language partners	Larger/lighter bat	Peer modeling	Challenge assignments	Larger/lighter bat
Translated notes/rules	Use of velcro	Study guides	Enrichment activities	Use of velcro
Use of technology	Larger goal/target	Multiple Opportunities	Tiered activities	Larger goal/target
Videos in other languages	Mark positions on playing field	Extended time	Independent research/inquiry	Mark positions on playing field
	Lower goal/target	Parent communication	Collaborative teamwork	Lower goal/target
	Scoops for catching	Modified assignments	Higher level questioning	Scoops for catching
	Vary balls (size, weight, color,	Provide choices	Critical/Analytical thinking	Vary balls (size, weight, color,
	texture)	Create instructional	tasks	texture)
		objectives with realistic	Self-directed activities	
	Movements:	connections		Movements:
	Change locomotor patterns	Provide additional		Change locomotor patterns
	Modify grasps	opportunities for support		Modify grasps
	Modify body positions	and instruction		Modify body positions
	Reduce number of actions			Reduce number of actions
	Use different body parts			Use different body parts
	Rules, Cues:			Rules, Cues:
	Demonstrate/model activity			Demonstrate/model activity
	Partner assisted			Partner assisted
	Disregard time limits			Disregard time limits
	Oral prompt			Oral prompt
	More space between students			More space between students
	Eliminate outs/strike-outs			Eliminate outs/strike-outs

Allow ball to remain stationary	Allow ball to remain stationary
Allow batter to sit in chair	Allow batter to sit in chair
Place student with disability	Place student with disability
near teacher	near teacher
Time:	Time:
Vary the tempo	Vary the tempo
Slow the activity pace	Slow the activity pace
Lengthen the time	Lengthen the time
Shorten the time	Shorten the time
Provide frequent rest periods	Provide frequent rest periods
Playing Area:	Playing Area:
Decrease distance	Decrease distance
Use well-defined boundaries	Use well-defined boundaries
Simplify patterns	Simplify patterns
Adapt playing area (smaller,	Adapt playing area (smaller,
obstacles removed	obstacles removed

CHPE: PHYSICAL EDUCATION

Grades 3-5

2.2 Physical Wellness

DISCIPLINARY CONCEPT: PHYSICAL FITNESS

Physical Fitness is the ability to move, perform daily tasks and unexpected physical challenges effectively without losing energy reserves. Fitness activities can be performed at many levels (low, moderate, and high), which will impact how efficiently the body functions.

activities can be performed at many levels (low, moderate, and nigh), which will impact now efficiently the body functions.		
Core Ideas	Performance Expectation Standards	
- The components of fitness contribute to enhanced personal health as well as motor skill performance (e.g., speed, agility, endurance, strength, balance).	 2.2.5.PF.1: Identify the physical, social, emotional, and intellectual benefits of regular physical activity that affect personal health. 2.2.5.PF.2: Accept and respect others of all skill levels and abilities during participation. 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). 2.2.5.PF.4: Develop a short term and/or a long-term health-related fitness goal (e.g., cardiorespiratory endurance 'heart & lungs', muscular strength, muscular endurance, flexibility, body composition, nutrition) to evaluate personal health. 2.2.5.PF.5: Determine how different factors influence personal fitness and other healthy lifestyle choices (e.g., heredity, physical activity, nutrition, sleep, technology). 	

Key Vocabulary	Student Learning Objectives	Suggested Tasks/Activities	Evidence of Learning (Assessment)
Activity 1: 2.2.5.PF.1 Physical health Social health Emotional health Self-Awareness Self-Reflection Mindfulness Wellness SEL	Activity 1 Students will be able to identify the physical, social, emotional, and intellectual benefits of regular physical activity that affect personal health.	Activity 1 Grade 3: - Basic Yoga Poses - Breathing Exercises - Exercise Stations (Flexibility, Core, Strength, Cardio) - Intro to Fitnessgram Grade 4: - Meditation - ½ mile run Grade 5: - Pacer Test - Mile run	Activity 1 - Self evaluation - Peer evaluation - Teacher evaluation - Quizzes
Activity 2: 2.2.5.PF.2 Respect Ability Self-Acceptance Positive Reinforcement Kindness Caring	Activity 2 Students will be able to accept and respect others of all skill levels and abilities during participation.	Activity 2 Grade 3: - Shaking hands - Good Game - Complimenting classmates - Positive Reinforcement Grade 4: - Shaking hands - Good Game - Complimenting classmates - Positive Reinforcement Grade 5: - Shaking hands - Good Game - Complimenting classmates - Positive Reinforcement Grade 5: - Shaking hands - Good Game - Complimenting classmates - Positive Reinforcement	Activity 2 - Self evaluation - Peer evaluation - Teacher evaluation - Quizzes
Activity 3: 2.5.PF.3	Activity 3	Activity 3	Activity 3
Skill Related Fitness Health Related Fitness Cardiovascular Endurance Muscular Strength	Students will be able to participate in moderate to vigorous age-appropriate physical fitness activities and build the skills that	Grade 3: - Basic Yoga Poses - Breathing Exercises - Exercise Stations (Flexibility,	Self evaluationPeer evaluationTeacher evaluationQuizzes

Flexibility Core Strength Heart Rate Blood Pressure Activity 4: 2.2.5.PF.4	address each component of health-related fitness Activity 4	Core, Strength, Cardio) - Intro to Fitnessgram Grade 4: - Meditation - ½ mile run Grade 5: - Pacer Test - Mile run Activity 4	Activity 4
Goal-Setting Instant Gratification Long-Term Gratification Self-Awareness	Students will be able to develop a short term and/or a long-term health-related fitness goal to evaluate personal health.	Grade 3: - Set class duration goal	- Self evaluation - Peer evaluation - Teacher evaluation - Quizzes
Activity 5: 2.2.5.PF.5 Sleep Nutrition Hydration Weight Physical Activity Influences Decision Making Relationships BMI Pedometers Pulse Heart Rate	Activity 5 Students will be able to determine how different factors influence personal fitness and other healthy lifestyle choices.	Activity 5 Grade 3: - Number of hours of sleep - Proper food choices - BMI - Intro to Fitnessgram - Pedometers Grade 4: - Modified Fitnessgram - Number of hours of sleep - Proper food choices - BMI - Pedometers - Pulse and Heart rate lessons Grade 5:	Activity 5 - Self evaluation - Peer evaluation - Teacher evaluation - Quizzes
		Grade 5: - Modified Fitnessgram - Number of hours of sleep - Proper food choices	

	- BMI			
	- Pedometers			
	- Pulse and Heart rate lessons			
Resources/Materials	Resources:			
	https://www.youtube.com/watch?v=XxbXqVt-nNA			
	https://www.youtube.com/watch?v=fnO-IGEMOXk			
	https://www.youtube.com/watch?v=XxbXqVt-nNA			
	https://www.youtube.com/watch?v=fnO-IGEMOXk			
	https://www.youtube.com/watch?v=XxbXqVt-nNA			
	https://www.youtube.com/watch?v=fnO-IGEMOXk			
	https://thephysicaleducator.com/			
	https://www.pecentral.org/			
	https://www.youtube.com/watch?v=X655B4ISakg			
	https://cosmickids.com/			
	www.thepeproject.com			
	https://kirawilley.com/album/840172/mindful-moments-for-kids-free			
	https://peuniverse.com/			
	https://fairviewpe.blogspot.com/			
	https://teachphysed.weebly.com/ https://fitnessgram.net/ Materials: Pedometers, Heart Rate monitors, Fitness Apps (Myfitnesspal, Mapmyrun, Strava, Future, Apple Health, Google Fit, Nike Run), Videos of specific exercises/movements, worksheets and handouts, mats, bands, jump ropes, Balance boards, medicine balls, Various balls, Hula-Hoops, Jump Ropes, Poly Spots, Yoga Mats, Stop Watches, Cones, Dice, Bean Bags, Hurdles, Scooters, Pool Noodles, Gymnastic Mats, Music			
Interdisciplinary Connections	ELA			
, common of the	Grade 3			
	SL.ES.3.3. Ask and answer questions about information from a speaker, offering appropriate elaboration and			
	detail.			
	detain.			
	Grade 4 SL.ES.4.3 Identify the reasons and evidence a speaker provides to support particular points.			
	Grade 5			
	SL.ES.5.3 Summarize the points a speaker makes and explain how each claim is supported by reasons and			
	evidence.			
Career Readiness. Life Literacies ar	nd 9.4.5.Cl.3: Participate in a brainstorming session with individuals with diverse perspectives to expand one's			
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Key Skills	thinking about a topic of curiosity (e.g., 8.2.5.ED.2, 1.5.5.CR1a).	
Computer Science and Design	8.2.5.ED.2: Collaborate with peers to collect information, brainstorm to solve a problem, and evaluate all possible	
Thinking	solutions to provide the best results with supporting sketches or models.	

	Modifications				
Multilingual Learners	Special Education	At Risk of School Failure	Gifted and Talented	504	
Repeated instructions Same language partners Translated notes/rules Use of technology Videos in other languages	Mark positions on playing field Lower goal/target Scoops for catching Vary balls (size, weight, color,	Parent communication Modified assignments Provide choices	Collaborative teamwork Higher level questioning Critical/Analytical thinking	Equipment: Larger/lighter bat Use of velcro Larger goal/target Mark positions on playing field Lower goal/target Scoops for catching Vary balls (size, weight, color,	
	Modify grasps	Create instructional objectives with realistic connections Provide additional opportunities for support and instruction	tasks Self-directed activities	texture) Movements: Change locomotor patterns Modify grasps Modify body positions Reduce number of actions Use different body parts	
	Rules, Cues: Demonstrate/model activity Partner assisted Disregard time limits Oral prompt More space between students Eliminate outs/strike-outs Allow ball to remain stationary Allow batter to sit in chair Place student with disability near teacher			Rules, Cues: Demonstrate/model activity Partner assisted Disregard time limits Oral prompt More space between students Eliminate outs/strike-outs Allow ball to remain stationary Allow batter to sit in chair Place student with disability near teacher	
	Time: Vary the tempo Slow the activity pace			Time: Vary the tempo Slow the activity pace	

Lengthen the time	Lengthen the time
Shorten the time	Shorten the time
Provide frequent rest periods	Provide frequent rest periods
Playing Area:	Playing Area:
Decrease distance	Decrease distance
Use well-defined boundaries	Use well-defined boundaries
Simplify patterns	Simplify patterns
Adapt playing area (smaller,	Adapt playing area (smaller,
obstacles removed	obstacles removed

CHPE: PHYSICAL EDUCATION

Grades 3-5

2.2 Physical Wellness

DISCIPLINARY CONCEPT: LIFELONG FITNESS

Lifelong Fitness requires making fitness a part of a person's daily life. It is about creating fitness habits that support individuals to plan and stay healthy throughout their lifetime. In addition, a person recognizes the medical consequences of a sedentary lifestyle and that the benefits of an active body and mind over time reduces diseases, injuries and pain. Lifelong fitness doesn't focus on competition or high-level skill development, but rather on self-evaluation, personal goal setting, social engagement, sportsmanship, enjoyment of movement, and leisure-time fitness activities.

Core Ideas	Performance Expectation Standards
- Wellness is maintained, and gains occur over time (dimensions and components of health) when participating and setting goals in a variety of moderate to vigorous age appropriate physical activities.	 2.2.5.LF.1: Explain the need to engage in physical activities on a voluntary basis for emotional and physical enjoyment. 2.2.5.LF.2: Develop a movement vocabulary that is flexible and adaptable for personal physical activity and wellness. 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).
 Personal and community resources can support physical activity 	 2.2.5.LF.5: Describe how community resources could be used to support participation in a variety of physical activities, sports and wellness.

Key Vocabulary	Student Learning Objectives	Suggested Tasks/Activities	Evidence of Learning (Assessment)
Activity 1	Activity 1	Activity 1	Activity 1
Emotions, enjoyment, lifelong fitness,	Students will be able to explain	Grade 3:	
voluntary, exercise, mental health,	voluntary physical activity	-Backyard Games (Corn Hole and	- Self evaluation
breathing, rhythm, dance	engagement for emotional and	Horse shoes)	- Peer evaluation

	physical enjoyment.	-Yoga -Dance Grade 4: -Yoga -Dance -Backyard Games (Corn Hole, Ladder Ball, Spike Ball) Grade 5: -Yoga -Dance -Backyard Games (Spike Ball, Table Tennis, Can Jam)	- Teacher evaluation - Quizzes
Activity 2 Movement, adaptability, personal physical activity, wellness, physical fitness.	Activity 2 Students will be able to develop a movement vocabulary that is flexible and adaptable for personal physical activity and wellness.	Grade 3:	- Self evaluation - Peer evaluation - Teacher evaluation - Quizzes
Activity 3	Activity 3	I -	Activity 3
Proactive, engagement, movement,	Students will be able to proactively	Grade 3:	Calf avaluation
physical activity, individually, group	engage in movement and physical	-Stations	- Self evaluation

work, teamwork.	activity for enjoyment individually or with others.	-Fleeing and chasing -Obstacle course -Relay Races -Tag Games	Peer evaluationTeacher evaluationQuizzes
		Grade 4: -Skills work -Evasion games	
		Grade 5:	
		-Basketball -Wiffle ball -Soccer	
		-Kickball -Football	
		-Volleyball -Ultimate Frisbee -Team Handball	
Activity 4	Activity 4	Activity 4	Activity 4
Range of motion, flexibility,	Students will be able to perform and	Grade 3:	- Self evaluation
breathing, SEL, cool down, dynamic	increase the range of motion in	-yoga	- Peer evaluation
stretching, static stretching	dynamic stretching and breathing	-breathing exercises	- Teacher evaluation
	exercises.	-Warm-ups	- Quizzes
		-Cool down	
		-Fitness relays	
		Grade 4:	
		-yoga	
		-breathing exercises	
		-Warm-ups	
		-Cool down	
		-Fitness relays	
		-Fitness Stations	
		-Fitness Testing	
		Grade 5:	
		-yoga	
		-breathing exercises	
		-Warm-ups	

		-Cool down -Fitness relays -Fitness Stations	
		-Fitness Testing	
Recreational sports, YMCA, boy scouts, girl scouts, AAU, after care, after school clubs, unified clubs, local police department, fire department,	Activity 5 Students will be able to describe how community resources could be used to support participation in a variety of physical activities, sports and wellness.	-Recreation sports -Boy and Girl Scouts -Summer Camp -Playgrounds -After School Clubs -Walking/Hiking -Swimming 4th Grade -Recreation sports -Boy and Girl Scouts -Summer Camp -Playgrounds -After School Clubs -Bike Riding -Walking/Hiking -Swimming 5th Grade -Basketball -Recreation sports -Boy and Girl Scouts -Summer Camp -Playgrounds -After School Clubs -Bike Riding -Walking/Hiking -Swimming	- Self evaluation - Peer evaluation - Teacher evaluation - Quizzes
Resources/Materials	Resources: https://www.youtube.com/watch?v=/ https://www.youtube.com/watch?v=/ https://www.youtube.com/watch?v=/ https://www.youtube.com/watch?v=/	nO-IGEMOXk KxbXqVt-nNA	I

	https://www.youtube.com/watch?v=XxbXqVt-nNA https://www.youtube.com/watch?v=fnO-IGEMOXk https://thephysicaleducator.com/ https://www.pecentral.org/ https://www.youtube.com/watch?v=X655B4ISakg https://cosmickids.com/ www.thepeproject.com https://kirawilley.com/album/840172/mindful-moments-for-kids-free https://peuniverse.com/ https://fairviewpe.blogspot.com/ https://teachphysed.weebly.com/ https://fitnessgram.net/
	Materials: Pedometers, Heart Rate monitors, Fitness Apps (Myfitnesspal, Mapmyrun, Strava, Future, Apple Health, Google Fit, Nike Run), Videos of specific exercises/movements, worksheets and handouts, mats, bands, jump ropes, Balance boards, medicine balls, Various balls, Hula-Hoops, Jump Ropes, Pinnies, Poly Spots, Yoga Mats, Stop Watches, Bats, Cones, Goals, Basketball Hoops, Dice, Bean Bags, Hurdles, Rubber Chickens, Scooters, Balance Beams, Pool Noodles, Gymnastic Mats, Music, Frisbee, Spikeball, Can Jam, Cornhole, Ladder ball, Horseshoes, Table Tennis, flags
Interdisciplinary Connections	ELA Grade 3 SL.ES.3.3. Ask and answer questions about information from a speaker, offering appropriate elaboration and detail. Grade 4 SL.ES.4.3 Identify the reasons and evidence a speaker provides to support particular points.
	Grade 5 <u>SL.ES</u> .5.3 Summarize the points a speaker makes and explain how each claim is supported by reasons and evidence.
Career Readiness, Life Literacies and Key Skills	9.4.5.Cl.3: Participate in a brainstorming session with individuals with diverse perspectives to expand one's thinking about a topic of curiosity (e.g., 8.2.5.ED.2, 1.5.5.CR1a).
Computer Science and Design Thinking	8.2.5.ED.2: Collaborate with peers to collect information, brainstorm to solve a problem, and evaluate all possible solutions to provide the best results with supporting sketches or models.

Modifications						
Multilingual Learners	Special Education	At Risk of School Failure	Gifted and Talented	504		

Repeated instructions	Equipment:	Teacher modeling	Curriculum compacting	Equipment:
Same language partners	Larger/lighter bat	Peer modeling	Challenge assignments	Larger/lighter bat
Translated notes/rules	Use of velcro	Study guides		Use of velcro
Use of technology		Multiple Opportunities	Tiered activities	Larger goal/target
Videos in other languages	Mark positions on playing field	1 ' ' '		Mark positions on playing field
videos in other languages	Lower goal/target	Parent communication	Collaborative teamwork	Lower goal/target
				Scoops for catching
		_		Vary balls (size, weight, color,
		Create instructional		texture)
	lexture	objectives with realistic	Self-directed activities	texture)
	Movements:	connections		Movements:
		Provide additional		Change locomotor patterns
	Modify grasps	opportunities for support		Modify grasps
	Modify body positions	and instruction		Modify body positions
	Reduce number of actions	מוזט ווואנו טכנוטוו		Reduce number of actions
	Use different body parts			Use different body parts
	ose different body parts			ose different body parts
	Rules, Cues:			Rules, Cues:
	Demonstrate/model activity			Demonstrate/model activity
	Partner assisted			Partner assisted
	Disregard time limits			Disregard time limits
	Oral prompt			Oral prompt
	More space between students			More space between students
	Eliminate outs/strike-outs			Eliminate outs/strike-outs
	Allow ball to remain stationary			Allow ball to remain stationary
	Allow batter to sit in chair			Allow batter to sit in chair
	Place student with disability			Place student with disability
	near teacher			near teacher
	Time:			Time:
	Vary the tempo			Vary the tempo
	Slow the activity pace			Slow the activity pace
	Lengthen the time			Lengthen the time
	Shorten the time			Shorten the time
	Provide frequent rest periods			Provide frequent rest periods
	Playing Area:			Playing Area:
	Decrease distance			Decrease distance
	Use well-defined boundaries			Use well-defined boundaries
	Simplify patterns			Simplify patterns

Adapt playing area (smaller,		Adapt playing area (smaller,
obstacles removed		obstacles removed