# K, 1 &2 Health and Physical Education

# Link Community Charter School

UNITS (5/5 SELECTED)	SUGGESTED DURATION
Unit 1: Fundamental Movement	50 lessons
Unit 2: Low Organized Games & Activities	54 lessons
Unit 3: Rhythmic Activities & Dance	36 lessons
Unit 4: Ball Handling	30 lessons
Unit 5: Individual and Dual Activities	26 lessons

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### STANDARDS ADDRESSED

New Jersey (NJSLS) - Grades K-2 - Compre	ehensive Health and Physical Education (2020)
	2.1.2.PGD.1:
Explore how activity helps all human bodies sta	ay healthy.
	2.1.2.PGD.2:
Develop an awareness of healthy habits (e.g., v	wash hands, cough in arm, brush teeth).
	2.1.2.EH.2:
Identify what it means to be responsible and lis	st personal responsibilities.
	2.1.2.EH.3:
Demonstrate self-control in a variety of settings	s (e.g., classrooms, playgrounds, special programs).
	2.1.2.CHSS.5:
Identify situations that might result in individuals	s feeling sad, angry, frustrated, or scared.
	2.2.2.MSC.4:
Differentiate manipulative movements (e.g., three	owing, catching, dribbling).
	2.2.2.MSC.7:
Demonstrate kindness towards self and others	during physical activity to create a safe and caring environment.
	2.2.2.N.1:
Explore different types of foods and food group	os.
	2.2.2.N.2:
Explain why some foods are healthier to eat that	an others.
	2.2.2.N.3:
Differentiate between healthy and unhealthy ea	ating habits
	2.3.2.PS.3:
Recognize and demonstrate safety strategies to	o prevent injuries at home, school, in the community (e.g., traffic

safety, bicycle/scooter safety, fire safety, poison safety, accident prevention).

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#### **DESIRED RESULTS**

#### **Established Goals**

Comprehensive Health & Physical Education focuses on preparing the students to lead an active and productive lifestyle. Physical Education is an essential and integral part of the total education program. Quality Physical Education programs promote the physical growth and development of all students contributing to their general health and wellness.

#### **Transfer**

Students will be able to independently use their learning to...

- · Maintain physical, social, and emotional health by practicing healthy behaviors and goalsetting.
- Engage in a physically active lifestyle.
- · Become knowledgeable about health and wellness and how to access health resources
- become more confident, assertive, independent, and self-controlled through effective cross-cultural communication, problem solving, negotiation, and conflict resolution skills.
- Become accepting and respectful of individual and cultural differences. Advocate for personal, family, community, and global wellness and become knowledgeable about national and international public health and safety issues.

Meaning Meaning	
Big Ideas & Understandings	Essential Questions
Students will understand that  • Understanding movement concepts, such as spatial awareness, helps improve performance  • Understanding fitness concepts and skills and integrating them into everyday routines supports wellness.	Students will keep considering  How can moving around help me be healthy?  How can I make movement more fun?  How can my movements affect someone else?  What is good sportsmanship?

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Meaning	

Acqui	isition
Knowledge	Skills
Students will know  Movement skills to support wellness such as yoga animal stretches, tai chi, breathing techniques, walking meditation, and qigong.  Movement skills such as running, walking, jumping, hopping, skipping, leaping, galloping.  Safety rules to use in an active environment  The importance of being active daily  Learners will be able to use spatial awareness skills, listening skills, and safety awareness skills while participating in both individual and group games and activities.  Learners will be able to demonstrate the idea of directionality and laterality.  Learners will be able to demonstrate good sportsmanship.  Learners will be able to demonstrate the idea of directionality and laterality in sequence.  Learners will be able to demonstrate good sportsmanship.  Learners will be able to demonstrate in combinations while participating in both individual and group games and activities.	Students will be able to develop:  • Movement skills to support wellness such as: breathing techniques, walking meditation, yoga (especially animal yoga for kids), tai chi, stretching, dance movement  • Spatial Awareness: using hoops, ropes, and balls, and/or play special awareness games  • Listening Skills and Safety Awareness: Simon Says, Red Light, Green Light (any stop and go command activities), musical chairs  • Locomotor Skills: (movements) walk, run, sliding, jump, hop, skip, leap, gallop (activities) animal walk, relay races, walking for fitness club, jumping jacks  • Non-Locomotor Skills: (movements) stretch, twist, bend, swing, pull, push, turn (activities) yoga, tai chi, stretching, warm ups

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### ASSESSMENT EVIDENCE (DIAGNOSTIC / FORMATIVE / SUMMATIVE)

# **Assessments**

Evaluation Criteria	Assessment Evidence
	Performance Task(s):
	Teacher observation
	Student/Teacher Conference
Rubrics/Checklists:	Student demonstrations during activities
	Summative:
	Observation
	Formative and summative assessment
	Rubric
	Other Evidence:
	Video: Little Kicks Fitness Workout for Kids
	YogaKids: Educating The Whole Child Through
	Yoga by Marsha Wenig and Susan Andrews (Oct 1,
	2003)
	Power Animal FrolicsT'ai Chi / Yoga / Qigong For
	Children Starring Bliss Beary Bear, Eagle Heart,
	T'ai Chi Tiger, et al. (Oct 1, 2008)
	Music: Get Moving: Action Songs For Kids by
	Action Kids (May 1, 2007)



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#### **LEARNING PLAN**

### **Summary of Key Learning Events and Instruction:**

#### KINDERGARTEN:

- Movement skills to support wellness such as: breathing techniques, walking meditation, yoga (especially animal yoga for kids), tai chi, stretching, dance movement
- Spatial Awareness: using hoops, ropes, and balls, and/or play special awareness games
- Listening Skills and Safety Awareness: Simon Says, Red Light, Green Light (any stop and go command activities), musical chairs
- Locomotor Skills: (movements) walk, run, sliding, jump, hop, skip, leap, gallop (activities) animal walk, relay races, walking for fitness club, jumping jacks
- Non-Locomotor Skills: (movements) stretch, twist, bend, swing, pull, push, turn (activities) yoga, tai chi, stretching, warm ups

#### 1ST GRADE:

- Movement skills to support wellness such as: breathing techniques, walking meditation, yoga (especially animal yoga for kids), tai chi, stretching, dance movement, warm-ups (jumping jacks, planks, squats, lunges, push-ups, sit-ups) (Programs) the mileage club, the president's challenge
- Spatial Awareness: using hoops, ropes, and balls, and/or play special awareness games, identify right and left on self and others, look for students to maintain proper spacing during activities
- Listening Skills and Safety Awareness: Simon Says, Red Light, Green Light (any stop and go command activities), musical chairs, role playing, discuss safety situations
- Locomotor Skills: (movements) walk, run, sliding, jump, hop, skip, leap, gallop (activities) animal walk, relay races, walking for fitness club, jumping jacks
- Non-Locomotor Skills: (movements) stretch, twist, bend, swing, pull, push, turn (activities) yoga, tai chi, stretching, warm ups

#### 2ND GRADE:

 Movement skills to support wellness such as: breathing techniques, walking meditation, yoga (especially animal yoga for kids), tai chi, stretching, dance

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movement, warm-ups (jumping jacks, planks, squats, lunges, push-ups, sit-ups) (Programs) the mileage club, the president's challenge

• Spatial Awareness: using hoops, ropes, and balls, and/or play special awareness games, identify right and left on self and others, look for students to maintain proper spacing during activities



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#### SUPPORTING MATERIALS/RESOURCES/STRATEGIES FOR DIFFERENTIATION

#### Differentiation/Modifications

- Extra time for assigned tasks
- Adjust length of assignment
- Timeline with due dates for reports and projects
- Communication system between home and school
- Provide notes/outlines
- Short manageable tasks
- Brief and concrete direction
- Provide immediate feedback
- Small group instruction
- Emphasize multi-sensory learning

#### 504 Students:

- Extra time for assigned tasks
- Timeline with due dates for reports and projects
- Communication system between home and school
- Provide notes/outlines
- · Brief and concrete directions
- Provide immediate feedback
- Use of graphic organizers
- Simple and clear classroom rules
- Preferential seating

#### At Risk Students:

- Provide immediate feedback
- Simple and clear classroom rules
- Preferential seating

#### **ELL Students:**

- Extended time requirements
- Omit assignments
- Preferential seating
- Assign peer buddy
- Lower reading level



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- Give directions in small, distinct steps
- Allow copying from paper/book
- Small group/individual instruction
- Simplify language
- Demonstrate concepts
- Repeat and review
- Highlight study guides
- Provide recorded readings
- Alternative assessment
- Use drawings to demonstrate knowledge of concepts
- Use many visual aids during instruction

#### Gifted & Talented:

- Use of high level academic vocabulary/texts
- Encourage students to do an independent project on a particular topic
- Assign projects based on student interest
- Have them as the leader for group work activities
- Problem-based/project-based learning
- Peer teaching
- Homogeneous grouping opportunities
- More open-ended responses on assessments

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#### STANDARDS ADDRESSED

#### New Jersey (NJSLS) - Grades K-2 - Comprehensive Health and Physical Education (2020)

#### 2.2.2.MSC.3:

Demonstrate manipulative movements (e.g., throwing, catching, dribbling, running, kicking) while moving in personal and general space, time, directions, pathways and ranges.

#### 2.2.2.MSC.4:

Differentiate manipulative movements (e.g., throwing, catching, dribbling).

#### 2.2.2.MSC.5:

Adjust and correct movements and skill in response to feedback.

#### 2.2.2.MSC.2:

Differentiate non-locomotor and locomotor movements as well transferring body weight (e.g., stretching, bending, twisting, curling).

#### 2.1.2.CHSS.1:

Identify community professionals and school personnel who address health emergencies and provide reliable health information to us.

### 2.1.2.SSH.8:

Demonstrate healthy ways to respond to disagreements or conflicts with others (e.g., leave, talk to trusted adults, tell a sibling or peer).

### 2.1.2.SSH.7:

Explain healthy ways for friends to express feelings for and to one another

#### 2.1.2.SSH.5:

Identify basic social needs of all people.

#### 2.1.2.EH.3:

Demonstrate self-control in a variety of settings (e.g., classrooms, playgrounds, special programs).

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#### **DESIRED RESULTS**

#### **Established Goals**

In this unit,

Basic play skills such as following commands, touching lightly during tag games, and simply catching and throwing games. Safety rules to use in an active environment The importance of being active daily. Use listening skills and safety awareness skills while participating in both individual and group games and activities. Maintain their own personal space during activities. Follow rules when playing games and activities during class. State the importance of cooperating with others during games and play

#### **Transfer**

Students will be able to independently use their learning to...

- Maintain physical, social, and emotional health by practicing healthy behaviors and goalsetting.
- Engage in a physically active lifestyle.
- · Become knowledgeable about health and wellness and how to access health resources
- become more confident, assertive, independent, and self-controlled through effective cross-cultural communication, problem solving, negotiation, and conflict resolution skills.
- Become accepting and respectful of individual and cultural differences. Advocate for personal, family, community, and global wellness and become knowledgeable about national and international public health and safety issues.

Meaning Meaning	
Big Ideas & Understandings	Essential Questions
Students will understand that health and skill-related fitness concepts and skills to develop and maintain a healthy, active lifestyle.	<ul> <li>Students will keep considering</li> <li>How can moving around help me be healthy?</li> <li>How can I make movement more fun?</li> <li>What are rules I should follow when playing games in class?</li> <li>Why is it important to cooperate</li> </ul>

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Meaning	
	with other students when playing games in class?

	games in diass:
Acqui	sition
Knowledge	Skills
<ul> <li>Students will know</li> <li>Movement skills to support wellness such as yoga animal stretches, tai chi, breathing techniques, walking meditation, and qigong.</li> <li>Movement skills such as running, walking, jumping, hopping, skipping, leaping, galloping.</li> <li>Safety rules to use in an active environment</li> <li>The importance of being active daily</li> <li>Learners will be able to use spatial awareness skills, listening skills, and safety awareness skills while participating in both individual and group games and activities.</li> <li>Learners will be able to demonstrate the idea of directionality and laterality.</li> <li>Learners will be able to demonstrate good sportsmanship.</li> <li>Learners will be able to demonstrate the idea of directionality and laterality in sequence.</li> <li>Learners will be able to demonstrate good sportsmanship.</li> <li>Learners will be able to perform locomotor and non-locomotor movements in combinations while participating in both</li> </ul>	<ul> <li>Movement skills to support wellness such as: breathing techniques, walking meditation, yoga (especially animal yoga for kids), tai chi, stretching, dance movement</li> <li>Spatial Awareness: using hoops, ropes, and balls, and/or play special awareness games</li> <li>Listening Skills and Safety Awareness: Simon Says, Red Light, Green Light (any stop and go command activities), musical chairs</li> <li>Locomotor Skills: (movements) walk, run, sliding, jump, hop, skip, leap, gallop (activities) animal walk, relay races, walking for fitness club, jumping jacks</li> <li>Non-Locomotor Skills: (movements) stretch, twist, bend, swing, pull, push, turn (activities) yoga, tai chi, stretching, warm ups</li> </ul>

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Acqu	isition
individual and group games and activities.	

### ASSESSMENT EVIDENCE (DIAGNOSTIC / FORMATIVE / SUMMATIVE)

# Assessments

Evaluation Criteria	Assessment Evidence
	Performance Task(s): Teacher observation  • Student/Teacher Conference
Rubrics/Checklists:	<ul> <li>Student demonstrations during activities</li> <li>Summative:</li> </ul>
	<ul> <li>Action/Movement of the Day</li> <li>Student "Wellness" Journal</li> <li>Various Class Activities &amp; Games</li> </ul>
	Other Evidence:

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#### **LEARNING PLAN**

#### **Summary of Key Learning Events and Instruction:**

#### KINDERGARTEN:

- Tagging Games such as: Sailors and Ships, Oogedy-Boogedy Tag, Spiders and Flies, Parachute Games such as: Parachute Washing Machine, Parachute Trip (All Change):
- Teacher calls out birthday months, numbers, or colors. Children swap places under the chute before it falls to earth. Make sure that those who remain around the edge allow the canopy to fall rather than pulling it down hard. (Cat and Mouse): Everyone holds the chute stretched out at about waist height. Someone becomes a mouse and goes underneath. Someone else becomes a cat and goes on top. The rest of the group tries to hide the mouse by moving the chute up and down.
- (Rollerball): Everyone holds the chute taut. Place a football near the edge. Try to make the ball roll around the edge of the chute. To do this, someone

starts the ball rolling. As it comes towards you, you lower the edge you are holding, and as it goes past you raise your edge.

- (Mushroom): On the count of three children raise their arms, lifting the chute over their heads, pulling the chute behind them sitting down with their bottoms on the edge of the chute. (Popcorn): Place a number of beanbags on the chute. Children shake the chute to make them rise like popcorn
- . Scooter Games such as: Scooter-mania. Monsters, Inc., Environmental Helpers, obstacle courses, Scooter Ships Listening
- Skills and Safety Awareness: Simon Says, Red Light, Green Light (any stop and go command activities), musical chairs Bean Bag Games FIRST GRADE:
- Tagging Games such as: Sailors and Ships, Oogedy-Boogedy Tag, Spiders and Flies, Blob Tag, Bump Tag, Amoeba Tag, etc...
- Parachute Games such as: Parachute Washing Machine, Parachute Trip (All Change): Teacher calls out birthday months, numbers, colors. Children swap places under the chute before it falls to earth. Make sure that those who remain around the edge allow the canopy to fall rather than pulling it down hard. (Cat and Mouse): Everyone holds the chute stretched out at about



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waist height. Someone becomes a mouse and goes underneath. Someone else becomes a cat and goes on top. The rest of the group tries to hide the mouse by moving the chute up and down. (Rollerball): Everyone holds the chute taut.

- Place a football near the edge. Try to make the ball roll around the edge of the chute. To do this, someone starts the ball rolling. As it comes towards you, you lower the edge you are holding, and as it goes pass you raise your edge.
- (Mushroom): On the count of three children raise their arms, lifting the chute over their heads, pulling the chute behind them sitting down with their bottoms on the edge of the chute.
- (Popcorn): Place a number of beanbags on the chute. Children shake the chute to make them rise like popcorn.
- Scooter Games such as: Scootermania. Monsters, Inc., Environmental Helpers, obstacle courses, Scooter Ships
- Listening Skills and Safety Awareness: Simon Says, Red Light, Green Light (any stop and go command activities), musical chairs Beanbag Games Relay SECOND GRADE:
- Chasing, Fleeing, and Dodging Games such as: Sailors and Ships,
   Oogedy-Boogedy Tag, Spiders and Flies, Blob Tag, Bump Tag, Amoeba Tag,
   etc...
- Parachute Games such as: Parachute Washing Machine, Parachute Trip (All Change): Teacher calls out birthday months, numbers, colors. Children swap places under the chute before it falls to earth. Make sure that those who remain around the edge allow the canopy to fall rather than pulling it

#### down hard.

- (Cat and Mouse): Everyone holds the chute stretched out at about waist height. Someone becomes a mouse and goes underneath. Someone else becomes a cat and goes on top. The rest of the group tries to hide the mouse by moving the chute up and down.
- (Roller ball): Everyone holds the chute taut. Place a football near the edge. Try to make the ball roll around the edge of the chute. To do this, someone starts the ball rolling. As it comes towards you, you lower the edge you are holding, and as it goes pass you raise your edge.



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- (Mushroom): On the count of three children raise their arms, lifting the chute over their heads, pulling the chute behind them sitting down with their bottoms on the edge of the chute.
- (Popcorn): Place a number of beanbags on the chute. Children shake the chute to make them rise like popcorn.
- Scooter Games such as: Scootermania. Monsters, Inc.,
- Environmental Helpers, obstacle courses, Scooter Ships Ball Games: 3-Ball, Crab Soccer, Bridge Ball, Name-It
- Ball Mixed Activities: Steal the Bacon, Five Pin Soccer, relay games, net games, cageball, agility games



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#### SUPPORTING MATERIALS/RESOURCES/STRATEGIES FOR DIFFERENTIATION

#### Differentiation/Modifications

- Extra time for assigned tasks
- Adjust length of assignment
- Timeline with due dates for reports and projects
- Communication system between home and school
- Provide notes/outlines
- Short manageable tasks
- Brief and concrete direction
- Provide immediate feedback
- Small group instruction
- Emphasize multi-sensory learning

#### 504 Students:

- Extra time for assigned tasks
- Timeline with due dates for reports and projects
- Communication system between home and school
- Provide notes/outlines
- · Brief and concrete directions
- Provide immediate feedback
- Use of graphic organizers
- Simple and clear classroom rules
- Preferential seating

#### At Risk Students:

- Provide immediate feedback
- Simple and clear classroom rules
- Preferential seating

#### **ELL Students:**

- Extended time requirements
- Omit assignments
- Preferential seating
- Assign peer buddy
- Lower reading level



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- Give directions in small, distinct steps
- Allow copying from paper/book
- Small group/individual instruction
- Simplify language
- Demonstrate concepts
- Repeat and review
- Highlight study guides
- Provide recorded readings
- Alternative assessment
- Use drawings to demonstrate knowledge of concepts
- Use many visual aids during instruction

#### Gifted & Talented:

- Use of high level academic vocabulary/texts
- Encourage students to do an independent project on a particular topic
- Assign projects based on student interest
- Have them as the leader for group work activities
- Problem-based/project-based learning
- Peer teaching
- Homogeneous grouping opportunities
- More open-ended responses on assessments

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#### STANDARDS ADDRESSED

#### New Jersey (NJSLS) - Grades K-2 - Comprehensive Health and Physical Education (2020)

#### 2.1.2.PGD.1:

Explore how activity helps all human bodies stay healthy.

#### 2.1.2.PGD.4:

Use correct terminology to identify body parts and explain how body parts work together to support wellness.

#### 2.1.2.EH.4:

Demonstrate strategies for managing one's own emotions, thoughts and behaviors.

#### 2.1.2.EH.3:

Demonstrate self-control in a variety of settings (e.g., classrooms, playgrounds, special programs).

#### 2.2.2.MSC.2:

Differentiate non-locomotor and locomotor movements as well transferring body weight (e.g., stretching, bending, twisting, curling).

#### 2.2.2.MSC.5:

Adjust and correct movements and skill in response to feedback.

#### 2.2.2.MSC.6:

Execute appropriate behaviors and etiquette while participating in and viewing activities, games, sports, and other events to contribute to a safe environment.

#### 2.2.2.PF.1:

Explain the benefits of regular physical activity and what it means to be physically fit in relation to personal health. (e.g., healthy heart, strong bones, increased energy, strong muscles).

#### 2.2.2.PF.2:

Explore how to move different body parts in a controlled manner.

#### 2.3.2.PS.6:

Demonstrate how to communicate personal boundaries and show respect for someone else's personal boundaries including friends and family.

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#### **DESIRED RESULTS**

#### **Established Goals**

In this unit, children will respond to music in terms of movement when there is a change in tempo, beat, rhythm, or musical style. Children will demonstrate change in movement when there is a change in either tempo,

beat, rhythm, or musical style. Children will also demonstrate a response to music using different apparatus. Demonstrate a line dance such as the Electric Slide.

#### **Transfer**

Students will be able to independently use their learning to... respond to music and movement, and varying beat and tempo.

Meaning Meaning	
Big Ideas & Understandings	Essential Questions
Students will understand that  • Understanding that performing movement skills in a technically correct manner improves overall performance and increases the likelihood of participation in lifelong physical activity.	Students will keep considering  • What are different ways you can move to different rhythms?

Acquisition	
Knowledge	Skills
Students will know  • To respond to music in terms of movement when	Students will be skilled at  • responding to music in terms of movement when

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### **Acquisition**

there is a change in

tempo, beat, rhythm, or musical style

• How to demonstrate change in movement when there is a change in either tempo,

beat, rhythm, or musical style

- How to demonstrate a response to music using different apparatus
- the steps and directionality to a line dance such as the Electric Slide

there is a change in tempo, beat, rhythm, or musical style

• Demonstrating change in movement when there is a change in either tempo,

beat, rhythm, or musical style

- Demonstrating a response to music using different apparatus
- Demonstrating a line dance such as the Electric Slide

### ASSESSMENT EVIDENCE (DIAGNOSTIC / FORMATIVE / SUMMATIVE)

### **Assessments**

Evaluation Criteria	Assessment Evidence
Rubrics/Checklists:	Performance Task(s): Teacher observation
	Student/Teacher Conference
	Student demonstrations during activities
	Class discussion of Essential Questions
	Summative:
	Observation
	Formative and summative assessment
	Rubric
	Other Evidence:



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#### **LEARNING PLAN**

### **Summary of Key Learning Events and Instruction:**

#### KINDERGARTEN:

- Basic Rhythm Movements: hand clapping, lummi sticks, balls, tapping
- Chants & Action Songs Singing Games
- Expressive & Creative Rhythms (fast/slow, high/low)
- Zumba for Kids

#### FIRST GRADE:

- Basic Rhythm Movements: hand clapping, lummi sticks, balls, tapping
- Chants & Action Songs Singing Games
- Expressive & Creative Rhythms (fast/slow, high/low)
- Zumba for Kids
- Marching

#### SECOND GRADE:

- Apparatus: hoops, ribbons, limbo stick, parachute, drums, lummi sticks, balls
- Singing Games & Action Songs Expressive & Creative Rhythms (fast/slow, high/low)
- Zumba for Kids
- Rhythmic Exercises: marching, aerobics Simple Line Dances



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#### SUPPORTING MATERIALS/RESOURCES/STRATEGIES FOR DIFFERENTIATION

#### Differentiation/Modifications

- Extra time for assigned tasks
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- Timeline with due dates for reports and projects
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- Provide notes/outlines
- Short manageable tasks
- Brief and concrete direction
- Provide immediate feedback
- Small group instruction
- Emphasize multi-sensory learning

#### 504 Students:

- Extra time for assigned tasks
- Timeline with due dates for reports and projects
- Communication system between home and school
- Provide notes/outlines
- · Brief and concrete directions
- Provide immediate feedback
- Use of graphic organizers
- Simple and clear classroom rules
- Preferential seating

#### At Risk Students:

- Provide immediate feedback
- Simple and clear classroom rules
- Preferential seating

### **ELL Students:**

- Extended time requirements
- Omit assignments
- Preferential seating
- Assign peer buddy
- Lower reading level



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- Give directions in small, distinct steps
- Allow copying from paper/book
- Small group/individual instruction
- Simplify language
- Demonstrate concepts
- Repeat and review
- Highlight study guides
- Provide recorded readings
- Alternative assessment
- Use drawings to demonstrate knowledge of concepts
- Use many visual aids during instruction

#### Gifted & Talented:

- Use of high level academic vocabulary/texts
- Encourage students to do an independent project on a particular topic
- Assign projects based on student interest
- Have them as the leader for group work activities
- Problem-based/project-based learning
- Peer teaching
- Homogeneous grouping opportunities
- More open-ended responses on assessments

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#### STANDARDS ADDRESSED

### New Jersey (NJSLS) - Grades K-2 - Comprehensive Health and Physical Education (2020)

#### 2.1.2.PGD.1:

Explore how activity helps all human bodies stay healthy.

#### 2.1.2.EH.3:

Demonstrate self-control in a variety of settings (e.g., classrooms, playgrounds, special programs).

#### 2.2.2.MSC.2:

Differentiate non-locomotor and locomotor movements as well transferring body weight (e.g., stretching, bending, twisting, curling).

#### 2.2.2.MSC.3:

Demonstrate manipulative movements (e.g., throwing, catching, dribbling, running, kicking) while moving in personal and general space, time, directions, pathways and ranges.

#### 2.2.2.MSC.4:

Differentiate manipulative movements (e.g., throwing, catching, dribbling).

### 2.2.2.MSC.5:

Adjust and correct movements and skill in response to feedback.

#### 2.2.2.MSC.8:

Explain the difference between offense and defense.

#### 2.2.2.PF.1:

Explain the benefits of regular physical activity and what it means to be physically fit in relation to personal health. (e.g., healthy heart, strong bones, increased energy, strong muscles).

### 2.2.2.LF.4:

Identify physical activities available outside of school that are in the community.

#### 2.3.2.PS.3:

Recognize and demonstrate safety strategies to prevent injuries at home, school, in the community (e.g., traffic safety, bicycle/scooter safety, fire safety, poison safety, accident prevention).



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#### **DESIRED RESULTS**

#### **Established Goals**

In this unit, children will be exposed to ball handling skills such as kicking, catching, throwing, striking, rolling, and

bouncing a ball. Students will also demonstrate ball handling skills such as kicking, catching, throwing, striking, rolling, and bouncing a ball.

#### **Transfer**

Students will be able to independently use their learning to..

Develop and exhibit ball handling skills and strategies. Use various strategies and opportunities to develop ball handling strategies.

Meaning	
Big Ideas & Understandings	Essential Questions
Students will understand that  • Understanding that performing movement skills in a technically correct manner improves overall performance and increases the likelihood of participation in lifelong physical activity.	Students will keep considering  • What are different ways we can use a ball in physical activity?

<ul> <li>Students will know</li> <li>Movement skills to support wellness such as yoga animal stretches, tai chi, breathing techniques, walking meditation, and qigong.</li> <li>Movement skills such as running, walking, jumping, hopping, skipping, leaping, galloping.</li> </ul>	<ul> <li>Students will be skilled at</li> <li>wellness activities such as yoga, animal stretches, breathing techniques,</li> <li>running, walking, skipping, leaping, galloping</li> <li>safety rules</li> <li>being active daily</li> </ul>

- Safety rules to use in an active environment
- The importance of being active daily
- Learners will be able to use spatial awareness skills, listening skills, and safety awareness skills while participating in both individual and group games and activities.
- Learners will be able to demonstrate the idea of directionality and laterality.
- Learners will be able to demonstrate good sportsmanship.
- Learners will be able to demonstrate the idea of directionality and laterality in sequence.
- Learners will be able to demonstrate good sportsmanship.
- Learners will be able to perform locomotor and non-locomotor movements in combinations while participating in both individual and group games and activities.

- demonstrating the idea of directionality and laterality
- demonstrating good sportsmanship
- performing locomotor and non locomotor movements.



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# ASSESSMENT EVIDENCE (DIAGNOSTIC / FORMATIVE / SUMMATIVE)

# Assessments

Evaluation Criteria	Assessment Evidence
Rubrics/Checklists:	Performance Task(s): Teacher observation
	Student/Teacher Conference
	Student demonstrations during activities
	Class discussion of Essential Questions
	Summative:
	Observation
	Formative and summative assessment
	Rubric
	Other Evidence:

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#### **LEARNING PLAN**

### **Summary of Key Learning Events and Instruction:**

#### Introduce

- Assess Prior Knowledge
- Skill Preview
- Investigate-Guided Inquiry
- Teach-Active Instruction
- Essential questions (reflection)
- Project Approach Based Learning Opportunity Suggested Activities:

#### KINDERGARTEN:

- Kicking: stationary and moving ball
- Catching: self-thrown and tossed ball
- Throwing: overhand, underhand, and at a target
- Striking stationary objects
- Bouncing: one hand, two hand, stationary, with a partner, and by

#### themselves

Rolling

### FIRST GRADE:

- Kicking: stationary and moving ball, while running towards a stationary and moving ball, kicking toward various targets
- Catching: self-thrown and tossed ball, from a rebound, from a kick
- Throwing: overhand, underhand, and at a target, using various speeds, using weight transfer and stepping to throw
- Striking stationary objects
- Bouncing: one hand, two hand, stationary, with a partner, and by

#### themselves

- Rolling: bowling, between cones
- Tossing: underhand, toward a target, to self, to partner
- Participate in Low-Organized Games Learning Resources

### SECOND GRADE:

- Kicking: stationary and moving ball, while running towards a stationary and moving ball, kicking toward various targets, for distance and accuracy
- Catching: self thrown and tossed ball, from a rebound, from a kick
- Throwing: overhand, underhand, and at a target, using various speeds, using



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weight transfer and stepping to throw

- Striking: moving ball, ball in hand, with/without a rebound, using various body parts
- Dribbling: one hand, two hand, stationary, while on the move, continuously
- Rolling: bowling, between cones
- Tossing: turn and catch, vertically and horizontally to self and partner
- Participate in Low-Organized Games



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#### SUPPORTING MATERIALS/RESOURCES/STRATEGIES FOR DIFFERENTIATION

Differentiation/Modifications

#### Differentiation/Modifications

- Extra time for assigned tasks
- Adjust length of assignment
- Timeline with due dates for reports and projects
- Communication system between home and school
- Provide notes/outlines
- Short manageable tasks
- Brief and concrete direction
- Provide immediate feedback
- Small group instruction
- Emphasize multi-sensory learning

#### 504 Students:

- Extra time for assigned tasks
- Timeline with due dates for reports and projects
- Communication system between home and school
- Provide notes/outlines
- Brief and concrete directions
- Provide immediate feedback
- Use of graphic organizers
- Simple and clear classroom rules
- Preferential seating

#### At Risk Students:

- Provide immediate feedback
- Simple and clear classroom rules
- Preferential seating

#### **ELL Students:**

- Extended time requirements
- Omit assignments
- Preferential seating



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- Assign peer buddy
- Lower reading level
- Give directions in small, distinct steps
- Allow copying from paper/book
- Small group/individual instruction
- Simplify language
- Demonstrate concepts
- Repeat and review
- Highlight study guides
- Provide recorded readings
- Alternative assessment
- Use drawings to demonstrate knowledge of concepts
- Use many visual aids during instruction

#### Gifted & Talented:

- Use of high level academic vocabulary/texts
- Encourage students to do an independent project on a particular topic
- Assign projects based on student interest
- Have them as the leader for group work activities
- Problem-based/project-based learning
- Peer teaching
- Homogeneous grouping opportunities
- More open-ended responses on assessments

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#### STANDARDS ADDRESSED

New Jersey (NJSLS) - Grades K-2 - Comprehensive Health and Physical Education (2020)

2.1.2.PGD.1:

Explore how activity helps all human bodies stay healthy.

2.1.2.PGD.2:

Develop an awareness of healthy habits (e.g., wash hands, cough in arm, brush teeth).

2.1.2.PGD.4:

Use correct terminology to identify body parts and explain how body parts work together to support wellness.

2.1.2.EH.4:

Demonstrate strategies for managing one's own emotions, thoughts and behaviors.

2.1.2.EH.5:

Explain healthy ways of coping with stressful situations.

2.2.2.MSC.6:

Execute appropriate behaviors and etiquette while participating in and viewing activities, games, sports, and other events to contribute to a safe environment.

2.2.2.MSC.7:

Demonstrate kindness towards self and others during physical activity to create a safe and caring environment.

2.2.2.PF.3:

Engage in moderate to vigorous age-appropriate physical movement and physical activities that promote movement (e.g., games, challenges, team building).

2.2.2.PF.4:

Demonstrate strategies and skills that enable team and group members to achieve goals.

2.2.2.LF.1:

Express one's feeling and emotions when involved in movement and physical activities to increase positive behaviors.

2.3.2.PS.5:

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Define bodily autonomy and personal boundaries.



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#### **DESIRED RESULTS**

#### **Established Goals**

In this unit,

We continue to develop the whole child by promoting good character through opportunities to assume leadership, cooperate with others, and accept responsibility for

their own behavior.

### **Transfer**

Students will be able to independently use their learning to... engage in individua and dual activities and engage in competition throughout the unit. Learners will be able to demonstrate good sportsmanship throughout this unit.

Meaning	
Big Ideas & Understandings	Essential Questions
Students will understand that  • Understanding that performing movement skills in a technically correct manner improves overall performance and increases the	Students will keep considering  • How can moving around help me be healthy?  • How can I make movement more fun?
<ul> <li>Essential Questions</li> <li>How can moving around help me</li> <li>be healthy?</li> <li>How can I make movement</li> <li>more fun?</li> <li>How can we engage in games with others and display sportsmanship?</li> </ul>	

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Acquisition	
Knowledge	Skills
Students will know  that performing movement skills in a technically correct manner improves overall performance and increases the likelihood of participation in lifelong physical activity  how to participate in activities using various manipulatives and motor skills patterns.	Students will be skilled at  movement skills in a way that improves performance  participating in movement skills each day.  Participating in activities using various manipulatives and motor skill patterns.

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#### **LEARNING PLAN**

### **Summary of Key Learning Events and Instruction:**

#### KINDERGARTEN:

- Obstacle Course, Jumping, rope, lines, half and full swing
- Scooter Games
- Hoop Game
- Bean bag Games
- Mimetics

### FIRST GRADE:

- Obstacle Course, Jumping, rope, lines, half and full swing
- Scooter Games
- Hoop Games
- Bean bag Games

### SECOND GRADE:

- Obstacle Course
- Jumping: rope, lines, half and full swing
- Scooter Games
- Hoop Games
- Bean bag Games

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- Omit assignments
- Preferential seating
- Assign peer buddy
- Lower reading level



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- Give directions in small, distinct steps
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