



Recommended 4<sup>th</sup> and 5<sup>th</sup> Grade Curriculum Framework

<b>Content: Physical Education – Grades 4 and 5</b>						
<b>Topic: Fundamental Motor Concepts in Games and Sports (Weeks 9-14)</b>						
<b>Content</b> (What do your students need to KNOW?)	<b>Demonstrators</b> (What do your students need to be able to DO?)	<b>Assessment</b> (How will you assess what your students ALREADY KNOW, and assess WHAT THEY'VE LEARNED?)	<b>Activities</b> (HOW will you teach it?)	<b>Resources</b> (What MATERIALS will you need?)	<b>Differentiation</b> (How will you reach the DIVERSITY of learners?)	<b>Literacy Connection</b> (How will you use READING and WRITING with this material?)
<p><b>PL-E-2.1.1</b> There are fundamental motor skills for enhancing physical development:</p> <ul style="list-style-type: none"> <li>• locomotor (moving from one place to another) (e.g., walking, running, skipping, hopping, galloping, sliding, leaping, jumping).</li> <li>• nonlocomotor (stationary) (e.g., turning, twisting, swinging, swaying, balancing).</li> </ul>	<p><b>Psychomotor Skills</b>  <b>AE 2.34</b> Students perform physical movement skills effectively in a variety of settings.</p> <p><b>DEMONSTRATORS</b></p> <ul style="list-style-type: none"> <li>• Students will experiment with basic motor skill movement.</li> <li>• Exhibit self-control in motor activities.</li> <li>• Create movement using locomotion (e.g., walking, running) and nonlocomotion (e.g., twisting, turning).</li> </ul> <p><b>POS-PE-5-5</b> Students will improve competency and consistency in performing locomotor (e.g., walk, run, hop) and nonlocomotor (e.g., push, pull, twist, turn, curl, stretch, balance) skills in games and sports.</p>					



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	<p><b>POS-PE-5-6</b> Students will demonstrate movement concepts as they are used in various games and activities (e.g., space awareness, effort, relationship that occurs between objects and individuals).</p> <p><b>POS-PE-5-7</b> Students will exhibit motor skills with fundamental locomotor movement (e.g., walk, run, hop) in the performance of games and sports.</p> <p><b>BENCHMARKS</b> Students demonstrate skilled fundamental movement.</p> <p>Students develop competency in performing locomotor and nonlocomotor movements with and without manipulatives.</p> <p>Students analyze the complex movement patterns used in physical activities, games and play.</p>					



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	<p>Students apply movement strategies in games and sports.</p> <p>Students explain and analyze movement using appropriate movement terminology and vocabulary.</p>					