



Recommended Kindergarten and P1/Grade 1 Curriculum Framework

<b>Content: Physical Education – Kindergarten and P1/Grade 1</b>						
<b>Topic: Manipulative Skills (Weeks 22-32)</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-2.1.2</b> There are fundamental manipulative skills (e.g., hitting, kicking, throwing, catching, striking, dribbling).</p>	<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>• Experiment with basic motor skill movement.</li> <li>• Exhibit self-control in motor activities.</li> <li>• Demonstrate fundamental motor skills (e.g., object manipulation).</li> </ul> <p><b>POS-PE-P-13</b> Students will discover a variety of ways to manipulate objects (e.g., with hands, feet, elbow, head).</p> <p><b>POS-PE-P-14</b> Students will develop throwing, catching, kicking and striking skills.</p> <p><b>POS-PE-P-15</b> Students will throw a ball overhand with proper hand and foot position.</p>					

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<p><b>PL-E-2.2.2</b> Frequent practice contributes to improved performance.</p> <p><b>PL-E-2.3.1</b> Basic rules for participating in simple games (e.g., tag, four-square) and activities (e.g., relays, parachute) are needed to make games fair.</p> <p><b>PL-E-2.3.2</b> Rules of behavior and sportsmanship for spectators and participants during games and/or activities make them safe and enjoyable.</p>	<p><b>POS-PE-P-16</b> Students will develop fundamental skills of throwing, catching, kicking, and striking while developing motor skills (e.g., dribble and shoot relay) for use in games and other activities that lead to more complex games and sports (e.g., basketball).</p> <p><b>Lifetime Physical Activities AE 2.35</b> Students demonstrate knowledge and skills that promote physical activity and involvement in physical activity throughout their lives.</p> <p><b>DEMONSTRATORS</b></p> <ul style="list-style-type: none"> <li>Investigate the role of practice for successful participation in simple games and sports.</li> <li>Identify components of acceptable and unacceptable behaviors in various physical activities.</li> </ul> <p><b>POS</b> Students will describe how practice helps individuals improve.</p> <p><b>POS</b> Students will relate the concept of practice to the importance of learning new skills.</p>					

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