

FIRST GRADE SECTION

PURPOSE:

Students will: demonstrate ability to hop, skip, gallop slide, run, grapevine and dance; display the ability to work and get along with others; participate in daily activities; display the ability to participate in low level games and demonstrate low level skills; and display knowledge of class and game rules.

HIGH ACHIEVEMENT UNIT OUTCOMES:

Outcome 1:

Movements and Patterns: Students will display adequate competency in learning new movement forms in the development of motor skills.

Components:

- 1. demonstrate hopping, skipping, jumping, running, galloping**
- 2. demonstrate competency in at least two motor skills**

HIGH ACHIEVEMENT UNIT OUTCOMES:

Outcome 2:

Sportsmanship: Students will take turns, share equipment with others, play without quarrelling, and demonstrate graciousness in both winning and losing.

Components:

- 1. demonstrate patience while waiting for equipment or next activity to occur**
- 2. demonstrate tolerance and self control with classmates**
- 3. demonstrate gracious attitude toward classmates during games or competition**

HIGH ACHIEVEMENT UNIT OUTCOMES:

Outcome 3:

Fitness: Students will participate in regular physical activity by warming-up, jogging, exercising, contributing to low organization games and activities, and demonstrating proficiency at fitness stations and in the Presidential Physical Fitness Test.

Components:

- 1. participate in regular physical activities, ex. warm-up run, exercises**
- 2. participate in low organizational games and activities**

HIGH ACHIEVEMENT UNIT OUTCOMES:

Outcome 4:

Teamwork: Students will display the ability to work as a team or group member.

Components:

- 1. participate in team activities**
- 2. practice appropriate team behaviors**

HIGH ACHIEVEMENT UNIT OUTCOMES:

Outcome 5:

Rules: Students will explain the necessity for respecting those in authority by following directions, obeying class rules, complying with rules of low organized games.

Components:

- 1. retell simple rules of classroom games**
- 2. identify authority figures**
- 3. follow directions for class rules and activities**