Fourth Grade Comprehensive PE Curriculum Map 2022

Activities Assessments Adultional Standard	Pacing Guid	Standard Code & Indicator	Sample Learning Activities	Assessments	Additional Standards
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August -November

- 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.
- 2.2.5.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).
- 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.
- 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,

Cooperative games, lead up games for individual and team sports.

Warm up activities, fitness activities, cooperative games-hula hoop pass, team juggling

Fitness gram Activities

Have students evaluate current fitness levels and then have them create goals and utilize a fitness log to document progress.

Participate in any physical activity skill game and discuss how different factors can affect the outcome of their performance.

Complete any skill or movement and have students evaluate themselves, peers evaluate each other or teacher evaluation using a rubric.

Show a video that shows students participating in appropriate and inappropriate behavior and have the class discuss the outcome of each and how they can relate that to class activities.

Implement lead-up games for various activities that

Formative Assessments:

Teacher Observation Student Feedback Exit tickets Classwork/Homework Teacher/peer conferences Small group/large group discussions Small group work stations

Summative Assessments:

Quizzes Unit Test

Benchmark Assessments: BOY Benchmark

Alternative Assessments:

Open book exams
Take home exams
Collaborative testing
Student portfolios
Performance Tests
Retake option

Accommodations and Modifications

Interdisciplinary Standard: SL.4.1.

Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacherled) with diverse partners on grade 4 topics and texts, building on others' ideas and expressing their own clearly.

Technology Standard: 8.2.5.ED.2

Collaborate with peers to collect information, brainstorm to solve a problem, and evaluate all possible solutions during team sports.

December -March

- 2.2.5.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.
- 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.
- 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

Individual and collaborative activities/games.
Locomotor movements in space, as well as tagging games.

Traditional and Folk Dances including: Chicken Dance, Limbo, Alley Cat, Twist, Bunny Hop, Square Dancing, Zumba, Macarena, Hokey Pokey, Conga Line

Manipulative Skills-Kicking, Dribbling, Shooting, Volleying, Floor Hockey Skills and Drills

Locomotor Skills/ Health Related Fitness/Agility Balance and Coordination Skills.

Complete any skill or movement and have students evaluate themselves, peers evaluate each other or teacher evaluation using a rubric

Have students brainstorm a variety of ways to demonstrate proper etiquette and behavior in gameplay (and institute those behaviors while participating).

Have students create a list of modified rules and

Formative Assessments:

Teacher Observation Completed Graphic Organizers Exit tickets Classwork/Homework

Summative Assessments:

Test Quiz

Alternative Assessments:

Open book exams
Take home exams
Collaborative testing
Student portfolios
Performance Tests
Retake option

Accommodations and Modifications

Interdisciplinary Standard:

SL.4.1. Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacherled) with diverse partners on grade 4 topics and texts, building on others' ideas and expressing their own clearly.

Technology Standard: 8.2.5.ED.2

Collaborate with peers to collect information, brainstorm to solve a problem, and evaluate all possible solutions during team sports.

March - June

- 2.2.5.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.
- 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.
- 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.

Individual and collaborative activities/games.
Locomotor movements in space, as well as tagging games.

Have students mimic beats and rhythm patterns using hands and feet or materials such as pool noodles.

Manipulative Skills-Kicking, Dribbling, Shooting, Volleying, Floor Hockey Skills and Drills

Have students utilize materials such as balance boards/balance beams to build body control and stability.

Have students create a video of themselves performing a skill and evaluate their own performance via teacher provided rubric.

Show a video that shows students participating in appropriate and inappropriate behavior and have the class discuss the outcome of each and how they can relate that to class activities.

Have students create a list

Formative Assessments:

Teacher Observation
Completed Graphic
Organizers
Exit tickets
Classwork/Homework
Teacher Conferences
Small group/large group
discussions and work stations
Reading aloud

Summative Assessments:

Unit tests Quiz Written responses Quizzes

Benchmark Assessments: EOY Benchmark

Alternative Assessments:

Open book exams
Take home exams
Collaborative testing
Student portfolios
Performance Tests
Retake option

Accommodations and Modifications

Interdisciplinary Standard:

SL.4.1. Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacherled) with diverse partners on grade 4 topics and texts, building on others' ideas and expressing their own clearly.

Technology Standard:

8.2.5.ED.2 Collaborate with peers to collect information, brainstorm to solve a problem, and evaluate all possible solutions during team sports. **Instructional/Supplemental Materials:** Internet/YouTube/Pinterest, Paper/graphic organizer, Colored pencils/crayons, SmartBoard/Computer/projector, Pamphlets/posters, Kidshealth.org

21st Century Standards: 9.2.8.B.3 Evaluate communication, collaboration, and leadership skills that can be developed through school, home, work, and extracurricular activities for use in a career.

21st Century Skills: Collaboration, communication, information literacy, media literacy, technology literacy

Career Ready Practices: CRP1. Act as a responsible and contributing citizen and employee. CRP4. Communicate clearly and effectively and with reason.