CURRICULUM MAP

Subject: Physical Education/ Health 2017-2018 Grade Level: 1st & 2nd Grade

	PERFORMANCE STANDARD And Benchmarks	CONCEPTS/SKILLS Review/Extend previously introduced skill unless noted I = Introduce R= Review AND Extend M = Master	STUDENT ACTIVITIES AND INSTRUCTIONAL STRATEGIES	ASSESSMENTS	STUDENT MATERIALS AND RESOURCES
First Nine Weeks	Standard:Benchmark-1 PE 3:2, 5:1, 5:4, 5:5 Health 1:5, 1:6, 1:6 2:4, 3:1, 3:5 5:1, 5:3, 5:3, 5:4	Rules and Procedures Teacher Signals	Rules & procedures Playground Rules	Observations And Feedback	James Handbook
oke .	PE 1:1, 1:2, 4:1, 5:1, 5:5	Locomotor and Nonmanipulative Skills	Introduce Agilities	Observation and Feedback	Pecentral.com,
	PE 1:3, 2:1, 2:2, 2:2, 3:1, 4:1, 4:2 5:1, 6:2, 7:1, 7:2, 7:3	Personal & general space	Fire in the Jungle & Speedway Play variety of games working as a group and individually to learn personal and general space	Observation and Feedback	PhysEdGames.com, cones & batons
	PE 1:1, 1:2, 1:3, 2:2, 2:3 3:2, 4:1, 4:2, 5:1, 5:2, 6:2 7:1, 7:3	Five Components of Fitness 1. Cardiovascular Fitness 2. Muscular Strength 3. Muscular Endurance 4. Flexibility	Exercise Stations (jumping, change of direction, exercise dice, hoping, landing, etc)	Observation & feedback	Jump ropes, hula hoops scooters, cones, exercis dice
	PE 3:2, 5:3, Health 1:3, 1:5, 3:4, 6:1, 6:3, 6:4, 7:1,	Health	Childhelp Speak up, Be safe	School Councilor	Vertical Team Childhelp program & School Councilor

Portales Municipal Schools **CURRICULUM MAP**

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Second	PE 3:2, 4:1, 5:3, 5:4, 5:5, PE 1:1, 1:2, 1:3, 2:2, 2:3	Cooperative learning Five Components of Fitness	Team Memory: Learn to work together by performing teambuilding activities in groups	Accomplishm ent of task	PhysEdGames.com, colored bean bags, Frisbees, cones
Nine	1:1, 1:2, 1:3, 2:2, 2:3 3:2, 4:1, 4:2, 5:1, 5:2, 6:2 7:1, 7:3	 Cardiovascular Fitness Muscular Strength Muscular Endurance 	Exercise Stations (jumping, change of direction, balance, exercise dice, hoping, landing, etc)	Observe & Feedback	Station equipment
Weeks	Health 1:2, 1:3, 1:4, 1:5, 2:2,	4. Flexibility		Observation and Feedback	Jump Rope for Heart www.peuniverse.com
	3:1, 3:6, 3:7, 5:6, 5:7,5:8, 6:2	Bully Prevention	Information on bullies & up-standers	Observation & feedback	Pinterest & counselor
	PE 1:1, 2:2, 4:1, 4:2, 5:1, 5:3, 5:5, 6:2, 7:3,	Space Awareness 1. Chasing 2. Fleeing 3. Dodging	Halloween Tag	Observation & Feedback	Pennies, cones, brooms, & 2 balls

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PE 1:1, 1:3, 2:1, 2:2, 4:1, 4:2, 5:1, 5:3, 5:5, 7:3, 7:4,	Dodge ball 1.Dodging 1. Fleeing 2. Throwing 3. Catching 4. Game Strategy 5. Teamwork	Team ball	Observation & Feedback	www.peuniverse.com Vertical Team, dodgeballs, cones
Health 1:1, 1:2, 1:5, 1:6, 3:1,3:2, 3:4, 5:2, 7:3	Health	School Nurse/ Hand washing & Hygiene	Black light	School Nurse
P.E. 1:2, 1:3, 2:1, 2:3, 3:1, 3:2, 5:1, 5:2, 5:3, 5:4, 5:5, 6:1,6:2, 6:3, 7:1, 7:2, 7:3, 7:4	Speed Stacking	Eye-hand coordination, ambidextrous, Cardiorespiratory Endurance, Concentration and Fine Motor Skills	Observation & Feedback	Speed stacks instructor training DVD

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Third Nine V	Health 4:3, PE 1:1, 1:2, 4:1,	Rhythmic Movement	Just Dance	Observation & Feedback	Wii & Just Dance Games
Weeks	PE 1:3, 2:2, 2:3, 5:1, 5:5, 7:1,	Cooperative Learning	Building on working together in groups and small groups	Accomplishm ent of task	Parachute and objects to put on parachute.
	PE 1:1, 1:3, 2:1, 2:2, 4:1, 4:2, 5:1, 5:3, 5:5, 7:3, 7:4,	Dodgeball 1. Dodging 2. Fleeing 3. Throwing 4. Catching 5. Game Strategy 6. Teamwork	Dr. Dodgeball	Observation & Feedback	Scooters, dodgeballs, cones

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Third Nine Weeks	PE 1:1, 1:2, 1:3, 2:2, 2:3 3:2, 4:1, 4:2, 5:1, 5:2, 6:2 7:1, 7:3	Five Components of Fitness 1. Cardiovascular Fitness 2. Muscular Strength 3. Muscular Endurance 4. Flexibility	Exercise Stations (jumping, change of direction, exercise dice, hoping, landing, etc)	Observation & feedback	Jump ropes, hula hoops, scooters, cones, exercise dice
eks	PE 1:1, 1:2, 2:1, 2:2, 4:1, 4:2, 5:1, 5:5	Obstacle Course 1. Jumping and Landing 2. Traveling 3. Balancing 4. Relationships with objects Transferring weight from feet to hands	Obstacle Course	Observation & feedback	www.peuniverse.com Vertical Team
	PE 1:1, 2:1, 2:2, 2:3, 3:1, 3:2, 4:1, 4:2, 5:1, 5:2, 5:5, 6:2, 6:3, 7:2, 7:3,	Personal & General Space	Builders & Bulldozers	Observation and feedback	Physedgames.com PhysEdGames.com,
	PE 3:2, 4:1, 5:3, 5:4, 5:5,	Cooperative learning	Team Memory: Learn to work together by performing teambuilding activities in groups	Accomplishm ent of task	colored bean bags, Frisbees, cones

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Third Nine	PE 1:2, 1:3, 2:1, 2:3, 3:1, 3:2, 5:1, 5:2, 5:3, 5:4, 5:5 6:1 6:2, 6:3, 7:1, 7:2, 7:3, 7:4	Sight word, word search	Moving to locate a sight word and repeating sight word to teacher	Observation and accomplishme nt of task	Frisbees, cones and sight words on index cards
Weeks	PE 1:1, 1:2, 1:3, 2:1, 2:2, 2:3, 3:1, 4:2, 5:1, 5:2, 5:3, 5:4, 5:5, 7:1, 7:2, 7:3, 7:4	Cooperative Learing Parachute	Students will demonstrate many different patterns of movement	Observation and feedback	Parachute

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Fourth Nine	P.E. 1:2, 1:3, 2:1, 2:3, 3:1, 3:2, 5:1, 5:2, 5:3, 5:4, 5:5, 6:1,6:2, 6:3, 7:1, 7:2, 7:3, 7:4	Speed Stacking	Eye-hand coordination, ambidextrous, Cardiorespiratory Endurance, Concentration and Fine Motor Skills	Observation & Feedback	Speed stacks instructor training DVD
Weeks	PE 1:1, 1:2, 1:3, 2:2, 2:3 3:2, 4:1, 4:2, 5:1, 5:2, 6:2 7:1, 7:3	Five Components of Fitness 1. Cardiovascular Fitness 2. Muscular Strength 3. Muscular Endurance 4. Flexibility	Exercise Stations (jumping, change of direction, balance, exercise dice, hoping, landing, etc)	Observation and feedback	Station Equipment
	PE 1:3, 2:1, 2:2, 2:2, 3:1, 4:1, 4:2 5:1, 6:2, 7:1, 7:2, 7:3	Personal & general space	Fire in the Jungle & Speedway Play variety of games working as a group and individually to learn personal and general space	Observation and feedback	PhysEdGames.com, cones & batons
	PE 1:1, 1:2, 1:3, 2:2, 2:3 3:2, 4:1, 4:2, 5:1, 5:2, 6:2 7:1, 7:3	Five components of Fitness Field Day Activities	Egg race, sack race, relay race, oversize clothes race, jump rope relay	Observation and feedback	Batons, spoons, eggs, big clothes, jump ropes, sacks