Specialist Weekly Lesson Plan Form Teacher: Lori Wells Date: October 3- 7, 2016 Subject: Physical education Objectives Activities/Materials Assessment Kindergarten Kindergarten: Kindergarten Demonstrate an awareness of personal and general space while moving in different directions. **Musical Hoops** color game *Demonstrate the ability to catch a tossed ball using the **Tossing** hands and/or body. *Performs locomotor and non-locomotor skills at a basic Focus: Palm up, stepping in opposition level, progressing to simple sequences utilizing shapes, levels, directions, pathways, and ranges First Grade: First Grade: First Grade: *Demonstrate all locomotor skills (walk, run, leap, jump, Locomotor skills using maipulative hop, slide, gallop, and skip). apparatus *Demonstrate control in balancing and locomotor **Continue patterns** teacher observation movement activities. integrated learning- weather: Creating a Storm using ribbons Second Grade: Second Grade: Second grade: * Demonstrate control in traveling, weight bearing, weight transfer, and balancing activities. *Balance on one, two, three, and four body parts on the ** mini production piece ground and on objects. *Demonstrate balance in symmetrical and nonsymmetrical shapes from different basis of support Third Grade: Third Grade: Third Grade:

*identifies several activities related to each component of health-related fitness. *Demonstrate fundamental motor skills movement concepts through grade appropriate mat	Reaction Time Cup Stacking trials and Graphing	* group project
Fourth Grade:	Fourth Grade: Corrective Makeup elements of non-realistic design	Fourth Grade:
*Exhibit smooth transitions, while combining locomotor sequences and manipulative skills individually or group settings. *Apply knowledge of selected critical elements of movement concepts while performing selected manipulative skills using strategies.	Fifth Grade: • Ball Handling	Fifth Grade: * Skill Performance Design * Narrative Ball Handling design
Other: Accommodations/Modifications/ Differential Instruction: Accelerate by changing manipulative object Remei		Technology Integration

Standards

PE.K.1-P-2.3, PE.K.1-P-2.4, PE.K.2-P-5.1, PE.K.3-P-1.1, PE.K.6-P-1.1, PE.K.6-P-3.1, PE.K.7-P-1.1, PE.K.7-P-3.1, PE.2.1-P-2.5, PE.2.2-P-4.1, PE.2.2-P-5.1, PE.2.3-P-1.1, PE.2.3-P-2.2, PE.2.3-P-3.1, PE.2.4-P-1.1, PE.2.4-P-1.2, PE.2.4-P-2.1, PE.2.4-P-3.1, PE.2.4-P-3.2, PE.2.4-P-4.1, PE.2.4-P-4.2, PE.2.6-P-1.1, PE.2.6-P-2.1, PE.2.6-P-3.1, PE.2.7-P-2.1, PE.2.7-P-2.2, PE.2.7-P-3.1, PE.3.1-E-3.1, PE.3.4-E-1.1, PE.3.4-E-1.2, PE.3.4-E-1.3, PE.3.4-E-2.1, PE.3.4-E-3.1, PE.3.5-E-1.2, PE.3.5-E-1.2, PE.3.5-E-2.1, PE.3.5-E-2.1, PE.3.5-E-2.1, PE.3.5-E-2.1, PE.3.5-E-2.1, PE.3.7-E-2.1, PE.3.7-E-2.1, PE.3.7-E-3.1, PE