

SPARK Alignment with Kentucky Physical Education Standards K-2 (Version 2008)

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
Psychomotor Skills (Physical Education) Cognitive information can be used to understand and enhance the development of motor skills such as movement sequences and patterns. Individuals who understand their bodies and how to perform various movements will be safer and more productive in recreation and work activities. Development of psychomotor skills contributes to the development of social and cognitive skills.			
2.31 Students demonstrate the knowledge and skills they need to remain physically healthy and to accept responsibility for their own physical well-being.	Building a Foundation Rubric	<ul style="list-style-type: none"> • Fitness Introduction • Fitness Introduction (SPARK It Up!) • Flexibility 	<ul style="list-style-type: none"> • Building a Foundation • Building a Foundation • Building a Foundation
2.34 Students perform physical movements skills effectively in a variety of settings.	Catching and Throwing Rubric	<ul style="list-style-type: none"> • Throwing Underhand to Targets • Kicking for Accuracy • Striking with Paddles 	<ul style="list-style-type: none"> • Catching and Throwing • Kicking and Trapping • Dribbling, Volleying, and Striking

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2.35 Students demonstrate knowledge and skills that promote physical activity and involvement in physical activity throughout lives.	Games Rubric	<ul style="list-style-type: none"> • Squirrels in the Trees • Switcheroo! • Shoot and Score 	<ul style="list-style-type: none"> • Games • Recess Activities • Recess Activities
4.1 Students effectively use interpersonal skills.	Parachute Rubric	<ul style="list-style-type: none"> • Capture the Orb • Long Rope Jumping I and II • Frog Crossing 	<ul style="list-style-type: none"> • Parachute • Jumping • Games

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<p>Lifetime Physical Wellness (Physical Education) Lifetime Wellness is health-focused. The health-related activities and content utilized are presented to help students become more responsible for their overall health status and to prepare each student to demonstrate knowledge and skills that promote physical activity throughout their lives. Physical education uses physical activity as a means to help students acquire skills, fitness, knowledge and attitudes that contribute to their optimal development and well-being. Physical, mental, emotional, and social health is strengthened by regular involvement in physical activities. Students demonstrate the knowledge and skills they need to remain physically healthy and to accept responsibility for their own physical well-being.</p>			
2.34 Students perform physical movements skills effectively in a variety of settings.	Catching and Throwing Rubric	<ul style="list-style-type: none"> • Overhand Throw for Distance • Kicking for Accuracy • Dribbling, Volleying, and Striking Circuit 	<ul style="list-style-type: none"> • Catching and Throwing • Kicking and Trapping • Dribbling, Volleying, and Striking
2.35 Students demonstrate knowledge and skills that promote physical activity and involvement in physical activity throughout lives.	Games Rubric	<ul style="list-style-type: none"> • Catch a Tail • Kicking and Trapping Circuit • Stunts Circuit 	<ul style="list-style-type: none"> • Games • Kicking and Trapping • Balance, Stunts, and Tumbling
3.1 Students demonstrate positive growth in self-	Dance Rubric	<ul style="list-style-type: none"> • Create a Dance • Create a Routine 	<ul style="list-style-type: none"> • Dance • Balance, Stunts, and

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concept through appropriate tasks or projects.		<ul style="list-style-type: none"> • Showtime 	Tumbling <ul style="list-style-type: none"> • Manipulatives
3.2 Students demonstrate the ability to maintain a healthy lifestyle.	Fitness Introduction (Wellness Integration)	<ul style="list-style-type: none"> • Individual Rope Jumping I and II • Fitness Introduction • Chasing and Fleeing 	<ul style="list-style-type: none"> • Jumping • Building a Foundation • Building a Foundation
3.7 Students demonstrate the ability to learn on one's own.	Building a Foundation Rubric	<ul style="list-style-type: none"> • Circuit Introduction • Manipulatives Circuit • It's in the Cards 	<ul style="list-style-type: none"> • Building a Foundation • Manipulatives • Games
4.2 Students use productive team membership skills.	Parachute Rubric	<ul style="list-style-type: none"> • Capture the Orb • Fly in the Web • Frog Crossing 	<ul style="list-style-type: none"> • Parachute • Parachute • Games