## SPARK Alignment with Virginia Physical Education Standards K-2 (Version 2008) Kindergarten

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
<ul> <li>K.1 The student will demonstrate progress toward the mature form of selected locomotor, nonlocomotor, and manipulative skills.</li> <li>a) Demonstrate the locomotor skills of walking, running, hopping, and jumping and landing.</li> <li>b) Demonstrate the non-locomotor movements of bending, pushing, pulling, stretching, turning, twisting, swinging, swaying, rocking, and balancing.</li> <li>c) Demonstrate a minimum of two critical elements (small, isolated parts of the whole skill or movement) used in stationary manipulative skills (e.g., toss and throw to targets, bounce and catch, toss and catch, kick to target,</li> </ul>	<ul> <li>Skilled Move</li> <li>Building a Foundation Rubric</li> <li>Balance, Stunts, and Tumbling Rubric</li> <li>Catching and Throwing Rubric</li> <li>Manipulatives Rubric</li> <li>Dribbling, Volleying, and Striking Rubric</li> <li>Dance Rubric</li> </ul>	<ul> <li>ement</li> <li>Locomotor Skills, Levels, and Directions</li> <li>Body Management and Balance</li> <li>Catching and Throwing Circuit</li> <li>Twist and Turn/Bend and Stretch</li> <li>Paddle Circuit</li> <li>Dribbling, Volleying, and Striking Circuit</li> <li>Kicking and Trapping Circuit</li> <li>Chinese Ribbon Dance</li> <li>Hawaiian Roller Coaster Ride</li> </ul>	<ul> <li>Building a Foundation</li> <li>Balance, Stunts, and Tumbling</li> <li>Catching and Throwing</li> <li>Manipulatives</li> <li>Dribbling, Volleying, and Striking</li> <li>Dribbling, Volleying, and Striking</li> <li>Kicking and Trapping</li> <li>Manipulatives</li> <li>Dance</li> </ul>

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
strike with paddle, dribble, roll underhand, trap, volley with hand). d) Demonstrate a minimum of two critical elements used in manipulative skills while moving. e) Demonstrate moving to a beat, using basic locomotor and non-locomotor rhythmic patterns.			
	Movement Principles	and Concepts	
K.2 The student will demonstrate use of the movement concepts of directions, levels, pathways, and effort (force and speed) while performing locomotor skills.	Building a Foundation Rubric	<ul> <li>Locomotor Skills, Levels, and Directions</li> <li>Tempos and Creative Moves</li> <li>General Space and Creative Moves</li> </ul>	<ul> <li>Building a Foundation</li> <li>Building a Foundation</li> <li>Building a Foundation</li> </ul>
	Personal Fi	tness	
K.3 The student will participate for short periods of time in moderate- to-vigorous physical activities that cause an increase in heart rate, breathing rate, and body temperature.	<ul> <li>Games Rubric</li> <li>Building a Foundation Rubric</li> </ul>	<ul> <li>Oxygen Boogie</li> <li>Chasing and Fleeing</li> <li>Crazy Cones</li> </ul>	<ul> <li>Games</li> <li>Building a Foundation</li> <li>Games</li> </ul>
	Responsible B	ehaviors	
K.4 The student will use appropriate behaviors and safe	Building a	Orientation and	<ul> <li>Building a</li> </ul>

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
<ul> <li>practices in physical activity settings.</li> <li>a) Demonstrate good listening skills when learning procedures and receiving instructions.</li> <li>b) Demonstrate ability to share and be cooperative and safe with others.</li> <li>c) Demonstrate an understanding of general and personal space.</li> </ul>	Foundation Rubric • Balance, Stunts, and Tumbling Rubric	Personal Space General Space and Creative Moves Partner Stunts	Foundation • Building a Foundation • Balance, Stunts, and Tumbling
	Physically Activ	e Lifestyle	
K.5 The student will participate in regular physical activity.	Building a Foundation Rubric	<ul> <li>Chasing and Fleeing</li> <li>High-Five Tag</li> <li>Frogs Across the Pond</li> </ul>	<ul><li>Building a Foundation</li><li>ASAP</li><li>ASAP</li></ul>
K.6 The student will explain why physical activity is good for health.	Sample debrief question: Why is physical activity good for you?	Fitness Introduction (SPARK It Up!)	Building a Foundation

## SPARK Alignment with Virginia Physical Education Standards K-2 (Version 2008) 1<sup>st</sup> Grade

Standard	Suggested Assessments Skilled Move	Sample SPARK Activities	Corresponding SPARK Unit
<ul> <li>1.1 The student will demonstrate the correct critical elements (small, isolated parts of the whole skill or movement) of locomotor, non- locomotor, and manipulative skills.</li> <li>a) Demonstrate critical</li> </ul>	<ul> <li>Building a Foundation Rubric</li> <li>Balance, Stunts, and Tumbling Rubric</li> </ul>	<ul> <li>Locomotor Skills, Levels, and Directions</li> <li>Body Management and Balance</li> <li>Catching and</li> </ul>	<ul> <li>Building a Foundation</li> <li>Balance, Stunts, and Tumbling</li> <li>Catching and Throwing</li> </ul>
<ul> <li>elements used in the locomotor skills of walking, running, hopping, jumping and landing, galloping, leaping, skipping, and sliding.</li> <li>b) Demonstrate critical elements used in non- locomotor skills (e.g., bending, pushing, pulling, stretching, turning, twisting, swinging, swaying, rocking, balancing, and rolling).</li> <li>c) Demonstrate a minimum of two critical elements used in manipulative skills performed alone (e.g., toss</li> </ul>	<ul> <li>Catching and Throwing Rubric</li> <li>Manipulatives Rubric</li> <li>Dribbling, Volleying, and Striking Rubric</li> <li>Dance Rubric</li> </ul>	<ul> <li>For the second striking and the second striking and the second striking and the second striking at the second st</li></ul>	<ul> <li>Dribbling, Volleying, and Striking</li> <li>Dribbling, Volleying, and Striking</li> <li>Kicking and Trapping</li> <li>Balance, Stunts, and Tumbling</li> <li>Balance, Stunts, and Tumbling</li> <li>Dance</li> </ul>

Building a Foundation Rubric	<ul> <li>Locomotor Skills, Levels, and Directions</li> </ul>	<ul> <li>Building a Foundation</li> <li>Building a Foundation</li> </ul>
	Movement Principles Building a Foundation	Movement Principles and ConceptsBuilding a Foundation Rubric• Locomotor Skills, Levels, and

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
<ul> <li>concepts.</li> <li>a) Demonstrate pathways, levels, tempo (speed), force, directions, and relationships when performing locomotor skills.</li> <li>b) Demonstrate tempo (speed), levels, and flow when performing non-locomotor skills.</li> <li>c) Demonstrate force, levels, and direction when performing manipulative skills.</li> </ul>		Creative Moves • General Space and Creative Moves	• Building a Foundation
	Personal Fi	tness	
1.3 The student will participate regularly in moderate-to-vigorous physical activities that cause increased heart and breathing rates.	Games Rubric	<ul> <li>Crazy Cones</li> <li>Cookie Monster Tag</li> <li>Fitness Introduction</li> </ul>	<ul><li>Games</li><li>Games</li><li>Building a Foundation</li></ul>
1.4 The student will identify changes in the body that occur during moderate-to-vigorous physical activity.	Sample debrief question: What happens to your heart when you exercise?	<ul> <li>Locomotor Grab Bag</li> <li>Fitness Introduction</li> <li>Crazy Cones</li> </ul>	<ul> <li>ASAP</li> <li>Building a Foundation</li> <li>Games</li> </ul>
	Responsible B	ehaviors	
1.5 The student will demonstrate, with little or no adult intervention, safe and cooperative behaviors in physical activity settings.	<ul> <li>Building a Foundation Rubric</li> <li>Games Rubric</li> </ul>	<ul> <li>Pairing and Moving Together</li> <li>Grouping and Moving Together</li> </ul>	<ul><li>Building a Foundation</li><li>Building a Foundation</li><li>ASAP</li></ul>

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
<ul> <li>a) Work cooperatively with peers for short periods of time.</li> <li>b) Incorporate safety rules learned in physical education.</li> </ul>		• Frogs Across the Pond	
	Physically Activ	e Lifestyle	
1.6 The student will participate regularly in physical activities that require physical exertion and skill.		<ul> <li>Chasing and Fleeing</li> <li>Soccer Golf</li> <li>Animal Balancing Act</li> </ul>	<ul> <li>Building a Foundation</li> <li>Kicking and Trapping</li> <li>Balance, Stunts, and Tumbling</li> </ul>

## SPARK Alignment with Virginia Physical Education Standards K-2 (Version 2008) 2<sup>nd</sup> Grade

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
	Skilled Move	ement	
<ul> <li>2.1 The student will continue to demonstrate correct critical elements (small, isolated parts of the whole skill or movement) of locomotor, non-locomotor, and manipulative skills.</li> <li>a) Demonstrate individually and with a partner the manipulative skills of throwing, catching, kicking, striking, volleying, and dribbling.</li> <li>b) Demonstrate educational gymnastic sequences, including balance, roll, transfer of weight, and flight.</li> <li>c) Demonstrate moving to a rhythm by combining locomotor and non-locomotor skills to perform basic educational folk and creative dance sequences.</li> </ul>	<ul> <li>Catching and Throwing Rubric</li> <li>Kicking and Trapping Rubric</li> <li>Dribbling, Volleying, and Striking Rubric</li> <li>Balance, Stunts, and Tumbling Rubric</li> <li>Dance Rubric</li> </ul>	<ul> <li>Partner Throw and Catch Challenges</li> <li>Passing in Pairs</li> <li>Dribbling, Volleying, and Striking Circuit</li> <li>Weight Transfer and Rolls</li> <li>Stunts Add-On</li> <li>Mayonesa</li> </ul>	<ul> <li>Catching and Throwing</li> <li>Kicking and Trapping</li> <li>Dribbling, Volleying, and Striking</li> <li>Balance, Stunts, and Tumbling</li> <li>Balance, Stunts, and Tumbling</li> <li>Dance</li> </ul>

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
<ul> <li>2.2 The student will apply the basic movement concepts to change performance of locomotor, nonlocomotor, and manipulative skills.</li> <li>a) Use the concept of relationships (e.g., over, under, around, in front of, behind, and through) in dynamic movement situations.</li> <li>b) Use the concepts of spatial awareness (e.g., location, directions, levels), and effort (time, force, flow) in static and dynamic movement situations.</li> </ul>	Movement Principles <ul> <li>Building a <ul> <li>Foundation</li> <li>Rubric</li> </ul> </li> </ul>	<ul> <li>Movement Concepts Using Hoops</li> <li>Locomotor Skills, Levels, and Directions</li> <li>Control Dribble Around Obstacles</li> </ul>	<ul> <li>Building a Foundation</li> <li>Building a Foundation</li> <li>Catching and Throwing</li> </ul>
<ul> <li>2.3 The student will identify and participate in physical activities that promote aerobic capacity, muscular strength, endurance, and flexibility.</li> <li>a) Identify that physical fitness is the ability to work and play with energy to spare.</li> <li>b) Name and locate the large muscle groups.</li> <li>c) Demonstrate activities that</li> </ul>	Personal Fi Sample debrief questions: What muscles are you strengthening when you perform a push- up? What muscles do you need to stretch before and after you run?	tness Fitness Introduction (SPARK It Up!)	Building a Foundation

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
utilize specific muscle groups.			
	Responsible B	ehaviors	
2.4 The student will exhibit, in physical activity settings, cooperative, respectful, and safe behaviors.	Games Rubric	<ul> <li>Stunts Circuit</li> <li>Create a Dance</li> <li>Houdini Hoops</li> <li>Changing Places</li> </ul>	<ul> <li>Balance, Stunts, and Tumbling</li> <li>Dance</li> <li>Games</li> <li>Parachute</li> </ul>
	Physically Activ	e Lifestyle	
2.5 The student will identify opportunities to participate in regular physical activity outside of school.	Sample debrief question: What are some things you can do to get more exercise outside of school?	• Home Plays	• Various Units

# SPARK Alignment with Virginia Physical Education Standards

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
	3-5 (v20	007)	
Demonstrate proficiency in all fundamental movement skills and patterns and competence in several specialized movement forms. (Skilled Movement)	<ul> <li>Stunts and Tumbling Self- Check</li> </ul>	<ul> <li>Look, Learn and Leave</li> <li>4 Corners</li> <li>Capture the Flag</li> </ul>	<ul> <li>Stunts and Tumbling</li> <li>ASAP</li> <li>Aerobic Games</li> </ul>
Apply movement principles and concepts to learning and developing motor skills and specialized movement forms. (Movement Principles and Concepts)	<ul> <li>Hockey Self- Check</li> </ul>	<ul> <li>Batting Practice</li> <li>Ball-Control Drills</li> <li>Dribbling Drills</li> </ul>	<ul><li>Softball</li><li>Soccer</li><li>Hockey</li></ul>
Achieve and maintain a health- enhancing level of personal fitness. ( <b>Personal Fitness</b> )	<ul> <li>Fitness Circuits Performance Rubric</li> <li>Personal Best Log</li> </ul>	<ul> <li>Body Composition Circuit</li> <li>Muscular Strength and Endurance Circuit</li> <li>Fun and Flexibility with a Friend</li> <li>Aerobic Capacity Circuit</li> </ul>	<ul> <li>Fitness Circuits</li> <li>Fitness Circuits</li> <li>Fitness Challenges</li> <li>Fitness Circuits</li> </ul>
Demonstrate responsible personal and social behaviors in physical	<ul> <li>Cooperative All-Star Self</li> </ul>	<ul><li>Group Juggling</li><li>Stepping Stones</li></ul>	<ul><li>Cooperatives</li><li>Cooperatives</li></ul>

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
activity settings. ( <b>Responsible</b> <b>Behaviors</b> )	Check	Beat the Clock	<ul> <li>Cooperatives</li> </ul>
Demonstrate a physically active lifestyle, including activity within and outside of the physical education setting. ( <b>Physically Active</b> <b>Lifestyle</b> )	<ul> <li>Group Fitness Think About</li> <li>Personal Best Log</li> <li>Home Plays</li> </ul>	<ul> <li>Mixed Fitness Circuit</li> <li>Create a Routine</li> <li>Personal Best Day</li> </ul>	<ul> <li>Fitness Circuits</li> <li>Group Fitness</li> <li>Personal Best Day</li> </ul>

## SPARK Alignment with Virginia Physical Education Standards (MS Version 2011)

#### Grade 6

	010		
Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
The student will demonstrate comp sequence			tive skill combinations and
Combine locomotor and manipulative skills into specialized sequences, and apply sequences to partner and small-group game-play. Demonstrate incorporating movement sequences into a rhythmic activity.	Specific Unit: Peer Coach Self-Check Teacher Rubric Dance: Peer Coach Self-Check Teacher Rubric	<ul> <li>3-on-3 Basketball</li> <li>Dribble Keep Away</li> <li>Durango Boot</li> <li>Create a 4-Wall Line Dance</li> <li>Create a Poco Loco</li> <li>Create a Hip Hop Routine</li> </ul>	<ul> <li>Basketball</li> <li>Soccer</li> <li>Flying Disc</li> <li>Dance</li> <li>Dance</li> <li>Dance</li> <li>Dance</li> </ul>
Demonstrate skill in a variety of individual and team activities representative of different countries.	World Games: • Peer Coach • Self-Check • Teacher Rubric	<ul> <li>Sepak Takraw</li> <li>Modified Cricket</li> <li>Modified Team Handball</li> </ul>	<ul> <li>World Games</li> <li>World Games</li> <li>World Games</li> </ul>

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
	lovement Principle		
The student will applyRefine and adapt individual and group activity skills by applying concepts of relationships, effort, spatial awareness, speed, and pathways.Use feedback, including available technology, to improve skill performance.	<ul> <li>specific Unit:</li> <li>Self Check</li> <li>Peer Coach</li> <li>Teacher Rubric</li> </ul> Specific Unit: <ul> <li>Peer Coach</li> <li>Self-Check</li> </ul> Sample debrief <ul> <li>question:</li> <li>What tip can you give</li> <li>your partner if they</li> <li>are having trouble</li> <li>throwing their ball</li> <li>with sufficient force to</li> <li>reach their target?</li> </ul>	<ul> <li>concepts to movement-skil</li> <li>Passing and Receiving</li> <li>Bullseye and Long Shot</li> <li>Shooting Drills</li> <li>Shooting Drills</li> <li>Shooting Drills</li> <li>Shot Put</li> <li>Distance and Accuracy</li> </ul>	<ul> <li>Football</li> <li>Soccer</li> <li>Hockey</li> <li>Basketball</li> <li>Hockey</li> <li>Track</li> <li>Flying Disc</li> </ul>
Initiate skill practice to improve movement performance, and apply principles of learning (e.g., whole/part/whole, many short practices vs. one long practice, practice in game-like situations).	<ul><li>Specific Unit:</li><li>Self Check</li><li>Peer Coach</li><li>Teacher Rubric</li></ul>	<ul> <li>7v7 Modified Softball</li> <li>Modified Team Handball</li> <li>Modified Cricket</li> </ul>	<ul> <li>Softball</li> <li>World Games World Games</li> </ul>
Understand and apply basic offensive and defensive tactics in	Specific Unit: • Self Check	<ul> <li>Zone and Player- to-Player Defenses</li> </ul>	<ul><li>Basketball</li><li>Football</li></ul>

Standard	Suggested	Sample SPARK	Corresponding SPARK
	Assessments	Activities	Unit
noncomplex, modified activities (e.g., partner or small-group cooperative or competitive activities).	<ul><li>Peer Coach</li><li>Teacher Rubric</li></ul>	<ul> <li>Defense</li> <li>Zone and Person Defense</li> <li>Zone and Player- to-Player Defenses</li> <li>Zone Defense</li> </ul>	<ul><li>Flying Disc</li><li>Soccer</li><li>Hockey</li></ul>

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
The student will a	<b>Personal F</b> use personal fitness tools a	<b>itness</b> and data to improve physic	al fitness.
Use measurement and assessment tools and data (e.g., criterion- referenced health-related fitness standards, Internet, software data- management systems, heart-rate monitors, pedometers, skinfold calipers) to develop goals for improvement in at least two fitness components.	<ul> <li>Heart Rate Monitor Log</li> <li>Pedometer Log</li> <li>Fitness Personal Best</li> <li>Gotta Have Heart Extension: Recovery Heart Rate</li> </ul>	og Personally Fit nal SPARKfit (SPARKfamily.org)	
Describe and apply basic principles of training (e.g., FITT [Frequency, Intensity, Time, Type], overload, progression) and their relationship to implementing safe and progressive personal fitness programs.	Sample debrief questions: Describe the principles of training (F.I.T.T.) How would you apply them to improve aerobic endurance? Muscular strength? Muscular endurance? Flexibility? Body composition?	<ul> <li>Basic Exercise Techniques</li> <li>Fitness in the Middle</li> <li>Resistance Band Workout</li> <li>Stability Ball and Medicine Ball Workout</li> </ul>	<ul> <li>Fitness</li> <li>Fitness</li> <li>Fitness</li> <li>Fitness</li> </ul>

Standard	Suggested	Sample SPARK	Corresponding SPARK
	Assessments	Activities	Unit
	How would you use the principle of overload to safely improve your muscular strength?		

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
	Responsible E		
		vith others in physical activit	y settings.
Acknowledge and understand the positive and negative influence of peer pressure on decisions and actions in physical activity settings.	Cooperative Self Check, Peer Coach, Teacher Rubric	<ul> <li>Indiana Jones</li> <li>Final Cooperative Adventure Race</li> <li>Kin-Ball Sport</li> </ul>	<ul><li>Cooperatives</li><li>Cooperatives</li><li>World Games</li></ul>
Solve problems, accept challenges, resolve conflicts, and accept decisions with reason and skill.	Cooperative Self Check, Peer Coach, Teacher Rubric	<ul> <li>Cross the Great Divide</li> <li>Corridor Challenge</li> <li>Log Jam</li> </ul>	<ul> <li>Cooperatives</li> <li>Cooperatives</li> <li>Cooperatives</li> </ul>
Follow rules and safety procedures.	Cooperative Self Check, Peer Coach, Teacher Rubric	<ul> <li>Responsibility and Routines</li> <li>Respect and Roll Taking</li> <li>Appreciation and Assistance</li> </ul>	<ul> <li>The First 5 Lessons</li> <li>The First 5 Lessons</li> <li>The First 5 Lessons</li> </ul>
Use practice time to improve performance.	Specific Unit Peer Coach, Self Check	<ul> <li>Batting Practice</li> <li>Disc Throwing Stations</li> <li>Volleyball Stations</li> </ul>	<ul><li>Softball</li><li>Flying Disc</li><li>Volleyball</li></ul>

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit	
<b>Physically Active Lifestyle</b> The student will identify and seek opportunities to participate in regular physical activity at school, at home, and in the community.				
Personally Fit Activity Challenge: In the Mood to Move		Personally Fit SPARKfit (SPARKfamily.org)		

Γ	Grade 7			
Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit	
The student will demonstrate com	<b>Skilled Mov</b> petence in modified versi activitie	ons of various game/sport,	rhythmic, and recreational	
Use skill combinations competently in modified versions of team (e.g., soccer, team handball, volleyball) and individual/dual (e.g., tennis, racquetball, golf) activities.	Specific Unit: • Peer Coach • Self-Check • Teacher Rubric	<ul><li>Volley Tennis</li><li>Mini-Volleyball</li><li>Tee Ball Derby</li></ul>	<ul> <li>Racquets and Paddles</li> <li>Volleyball</li> <li>Softball</li> </ul>	
Display appropriate use of speed, force, and form in a variety of movement activities (e.g., run, sprint, kick, jump, throw).	Track and Field: • Self Check • Peer Coach • Teacher Rubric	<ul> <li>Shot Put</li> <li>Sprinting</li> <li>Hurdling</li> <li>Jumps</li> <li>Shot Put</li> <li>800m Run</li> <li>1600m Run</li> </ul>	<ul> <li>Track</li> </ul>	
Demonstrate basic abilities and safety precautions in recreational pursuits (e.g., in-line skating, orienteering, hiking, cycling, ropes courses, backpacking, canoeing, rock climbing).	Specific Unit: • Peer Coach • Self-Check • Teacher Rubric	<ul><li>Disc Golf</li><li>Target Golf</li><li>Target Ball</li></ul>	<ul><li>Flying Disc</li><li>Golf</li><li>Handball</li></ul>	
Demonstrate moving to a rhythm in selected folk, country, square, contemporary, and line dances.	Dance: • Peer Coach • Self-Check • Teacher Rubric	<ul> <li>Beat It! Poco Loco Jigsaw</li> <li>The Korobushka Jigsaw</li> </ul>	<ul><li>Dance</li><li>Dance</li><li>Dance</li></ul>	

Standard	Suggested	Sample SPARK	Corresponding SPARK
	Assessments	Activities	Unit
		<ul> <li>The Norwegian Polka Jigsaw</li> </ul>	

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
	ovement Principle	es and Concepts novement principles and co	ncepts.
Demonstrate proper use of movement concepts in dynamic game situations (e.g., relationship between opponents, appropriate offensive position with the goal or ball).	Specific Unit: • Peer Coach • Self-Check • Teacher Rubric	<ul> <li>3-Catch with a Post Player</li> <li>3-on-3 Basketball</li> <li>7v7 Modified Softball</li> <li>Mini-Soccer</li> </ul>	<ul> <li>Basketball</li> <li>Basketball</li> <li>Softball</li> <li>Soccer</li> </ul>
Apply biomechanical principles (e.g., center of gravity, base of support, trajectory) to understand and perform skillful movements.	Sample debrief question: How do you apply rotation principles when performing a cartwheel? Throwing a disc?	<ul> <li>Advanced Progressions</li> <li>Shot Put</li> <li>Disc Throwing Stations</li> </ul>	<ul> <li>Stunts and Tumbling</li> <li>Track</li> <li>Flying Disc</li> </ul>
Use basic offensive and defensive tactics and strategies while playing a modified version of a game/sport.	<ul> <li>Specific Unit:</li> <li>Peer Coach</li> <li>Self-Check</li> <li>Teacher Rubric</li> </ul>	<ul> <li>Zone and Player- to-Player Defenses</li> <li>Defense</li> <li>Zone and Person Defense</li> <li>Zone and Player- to-Player Defenses</li> <li>Zone Defense</li> </ul>	<ul> <li>Basketball</li> <li>Football</li> <li>Flying Disc</li> <li>Soccer</li> <li>Hockey</li> </ul>
Analyze skill patterns of self and	Sample debrief	Introduction to	Racquets and

Standard	Suggested	Sample SPARK	Corresponding SPARK
	Assessments	Activities	Unit
partner, detecting and correcting mechanical errors. Identify similarities in movements across different physical activities (e.g., overhand throw, tennis serve, overhand volleyball serve, and overhead clear in badminton).	question: How can you apply your racquet skills to handball? To volleyball?	<ul> <li>the Serve</li> <li>Introduction to the Handball Serve</li> <li>Serving Challenges</li> </ul>	Paddles • Handball • Volleyball

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
The student will app	<b>Personal F</b> ly concepts and principle	itness s of training to improve phy	/sical fitness.
Identify safe practices for improving physical fitness.		<ul> <li>Basic Exercise Techniques</li> <li>Fitness in the Middle</li> <li>Resistance Band Workout</li> <li>Stability Ball and Medicine Ball Workout</li> </ul>	<ul> <li>Fitness</li> <li>Fitness</li> <li>Fitness</li> <li>Fitness</li> </ul>
Develop a comprehensive personal fitness plan, including goals, strategies, and timeline, for improving at least three self- selected components of health- related fitness.	Fitness Self-Check	SPA	nally Fit RKfit amily.org)

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
Use a variety of resources, including available technology, to monitor fitness improvement.	<ul> <li>Pedometer Log</li> <li>Heart Rate Monitor Log</li> <li>Create A Routine</li> <li>(Fitness Aerobic</li> <li>Capacity) Extension:</li> <li>Heart Rate Monitors</li> </ul>	SPA	nally Fit RKfit amily.org)
Analyze the relationships among physical activity, calorie intake, and body composition.	Sample debrief question: <i>How does a healthy</i> <i>lifestyle affect your</i> <i>weight? How you feel</i> <i>about yourself? How</i> <i>well you can perform</i> <i>your chosen sport?</i>	<ul> <li>Body Composition Circuit</li> <li>Body Composition BINGO</li> <li>Build a Pyramid</li> <li>Nutrition Team Challenge</li> <li>Fruit Smoothie</li> </ul>	<ul> <li>Fitness</li> <li>Fitness</li> <li>Fitness</li> <li>Fitness</li> </ul>
Demonstrate correct form when performing physical fitness activities.	Fitness: Peer Coach Self-Check Teacher Rubric	<ul> <li>Introduction to Yoga</li> <li>Introduction to Pilates</li> <li>Stability Ball and Medicine Ball Workout</li> </ul>	<ul><li>Fitness</li><li>Fitness</li><li>Fitness</li></ul>

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
The student will work independe	<b>Responsible E</b> ntly and with others in co		physical activity settings.
Apply safety procedures, rules, and appropriate etiquette in physical activity settings. Solve problems, accept appropriate challenges, and resolve conflicts in a responsible manner.	Cooperative Self Check, Peer Coach, Teacher Rubric Cooperative Self Check, Peer Coach, Teacher Rubric	<ul> <li>Indiana Jones</li> <li>Final Cooperative Adventure Race</li> <li>Kin-Ball Sport</li> <li>Cross the Great Divide</li> <li>Corridor Challenge</li> </ul>	<ul> <li>Cooperatives</li> <li>Cooperatives</li> <li>World Games</li> <li>Cooperatives</li> <li>Cooperatives</li> <li>Cooperatives</li> <li>Cooperatives</li> </ul>
Demonstrate supportive behaviors that promote the inclusion and safety of others when participating in physical activity.	Cooperative Self Check, Peer Coach, Teacher Rubric	<ul> <li>Log Jam</li> <li>Responsibility and Routines</li> <li>Respect and Roll Taking</li> <li>Appreciation and Assistance</li> </ul>	<ul> <li>The First 5 Lessons</li> <li>The First 5 Lessons</li> <li>The First 5 Lessons</li> </ul>

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
	Physically Activ	ve Lifestyle	
The student will select a	nd participate in physical	activity to produce health-	related benefits.
Select and set goals, and participate at school and outside of school in activities that help improve flexibility, muscle strength and endurance, cardiovascular endurance, and body composition. Analyze the relationship between physical activity and stress management, and investigate ways to use physical activity to lessen the impact of stress.	Personally Fit Activity Challenge: In the Mood to Move	Persc SP/	onally Fit ARKfit family.org)

Grade 8				
Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit	
	Skilled Mov	ement		
The student will demonstrate comp	recreational	activities.		
Use skill combinations competently in specialized versions of individual, dual, and team activities. Demonstrate skill in recreational pursuits (e.g., in-line skating, orienteering, hiking, cycling, ropes courses, backpacking, canoeing,	Specific Unit:	<ul> <li>Sport, dance, and recreatio</li> <li>One Wall Paddleball</li> <li>Singles/Doubles Game Play</li> <li>Mini-Hockey</li> <li>Disc Golf</li> <li>Target Golf</li> <li>Target Ball</li> </ul>	<ul> <li>Racquets and Paddles</li> <li>Handball</li> <li>Hockey</li> <li>Flying Disc</li> <li>Golf</li> <li>Handball</li> </ul>	
fishing, archery). Demonstrate moving to a rhythm (e.g., devise and perform dance sequences, using set patterns and changes in speed, direction, and flow).	Dance: • Peer Coach • Self-Check • Teacher Rubric	<ul> <li>Beat It! Poco Loco Jigsaw</li> <li>The Korobushka Jigsaw</li> <li>The Norwegian Polka Jigsaw</li> </ul>	<ul><li>Dance</li><li>Dance</li><li>Dance</li></ul>	

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
M The student will apply movement pr	ovement Principle		creational skill performance.
Adapt skill movements by modifying use of body, space, effort, and relationships to meet complex skill demands. Apply biomechanical principles (e.g., spin, rebound, effects of	Dance, Stunts and Tumbling Teacher Rubrics Sample debrief question:	<ul> <li>Create a Hip Hop Routine</li> <li>Create your own Merengue Move</li> <li>Create your own Swing Moves</li> <li>Creating Combinations</li> <li>Advanced Progressions</li> </ul>	<ul> <li>Dance</li> <li>Dance</li> <li>Dance</li> <li>Stunts and Tumbling</li> <li>Stunts and Tumbling</li> <li>Stunts and Tumbling</li> <li>Track</li> </ul>
levers) to understand and perform skillful movements.	How do you apply rotation principles when performing a cartwheel? Throwing a disc?	<ul> <li>Shot Put</li> <li>Disc Throwing Stations</li> </ul>	<ul> <li>Flying Disc</li> </ul>
Understand and use basic offensive and defensive tactics and strategies while playing specialized games/sports.	<ul> <li>Specific Unit:</li> <li>Peer Coach</li> <li>Self-Check</li> <li>Teacher Rubric</li> </ul>	<ul> <li>Zone and Player- to-Player Defenses</li> <li>Defense</li> <li>Zone and Person Defense</li> <li>Zone and Player- to-Player Defenses</li> <li>Zone Defense</li> </ul>	<ul> <li>Basketball</li> <li>Football</li> <li>Flying Disc</li> <li>Soccer</li> <li>Hockey</li> </ul>
Analyze skill patterns of self and	Specific Unit:	<ul> <li>Advanced</li> </ul>	<ul> <li>Stunts and</li> </ul>

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
partner.	<ul><li>Peer Coach</li><li>Self-Check</li></ul>	<ul> <li>Progressions</li> <li>Bullseye and Long Shot</li> <li>Advanced Shots</li> </ul>	Tumbling • Soccer • Handball
Analyze the skill demands in one physical activity, and apply principles of motor learning (e.g., feedback and knowledge of results, whole/part/whole, transfer of learning) to improve performance.	Specific Unit: • Peer Coach • Self-Check • Teacher Rubric	<ul> <li>Introduction to the Forehand Stroke</li> <li>Forearm Pass (Bump)</li> <li>Shot Put</li> </ul>	<ul> <li>Racquets and Paddles</li> <li>Volleyball</li> <li>Track</li> </ul>

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit		
Personal Fitness					
The student will app	The student will apply self-assessment skills to improve or maintain personal fitness.				

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
Self-assess level of physical activity and personal fitness on all components of health-related fitness, and develop a plan, including goals, strategies, and timeline, for maintenance or improvement.	Fitness Self-Check	Personally Fit SPARKfit (SPARKfamily.org)	
Investigate and self-assess the relationship among body composition, nutrition, family history, and levels of physical activity, and develop a plan for maintenance or improvement.	Fitness Self-Check	Personally Fit SPARKfit (SPARKfamily.org)	
Use a variety of resources, including available technology, to assess, monitor, and improve personal fitness.	<ul> <li>Pedometer Log</li> <li>Personally Fit Activity Challenge: In the Mood to Move</li> <li>Heart Rate Monitor Log</li> </ul>	g Personally Fit SPARKfit (SPARKfamily.org)	
Demonstrate the ability to calculate resting and target heart rate.	Create A Routine (Fitness Aerobic Capacity) Extension: Heart Rate Monitors	<ul> <li>Gotta Have Heart</li> <li>Aerobic Capacity Circuit</li> <li>Heart Rate Highway</li> </ul>	<ul> <li>Fitness</li> <li>Fitness</li> <li>Fitness</li> <li>Fitness</li> <li>Fitness</li> <li>Fitness</li> </ul>

Standard	Suggested	Sample SPARK	Corresponding SPARK
	Assessments	Activities	Unit
Monitor heart rate before, during, and after vigorous physical activity.	Create A Routine (Fitness Aerobic Capacity) Extension: Heart Rate Monitors	<ul> <li>Daytona 2000</li> <li>Create a Routine (Aerobic Capacity)</li> <li>Gotta Have Heart</li> <li>Aerobic Capacity Circuit</li> <li>Heart Rate Highway</li> <li>Daytona 2000</li> <li>Create a Routine (Aerobic Capacity)</li> </ul>	<ul> <li>Fitness</li> <li>Fitness</li> <li>Fitness</li> <li>Fitness</li> <li>Fitness</li> </ul>

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit
	Responsible E		
The student will work independe Exhibit fair play and act responsibly in physical activity settings.	ntly and with others in co Cooperatives: Peer Coach Self Check Teacher Rubrics Coulda Shoulda Woulda (all units)	<ul> <li>Responsibility and Routines</li> <li>Mini-Volleyball</li> <li>Singles/Doubles Game Play</li> </ul>	<ul> <li>Physical activity settings.</li> <li>First 5 Lessons</li> <li>Volleyball</li> <li>Racquets and Paddles</li> </ul>
Identify positive and negative effects of peer influence.	Cooperatives: • Peer Coach • Self Check • Teacher Rubrics Coulda Shoulda Woulda (all units)	<ul> <li>Adventure Racing 101</li> <li>Poker Adventure Race</li> <li>Final Cooperative Adventure Race</li> </ul>	<ul> <li>Cooperatives</li> <li>Cooperatives</li> <li>Cooperatives</li> </ul>
Exhibit respect for the unique characteristics, diverse backgrounds, and varying abilities of peers.	Cooperatives: • Peer Coach • Self Check • Teacher Rubrics Coulda Shoulda Woulda (all units)	<ul> <li>Acceptance and Super Grouping</li> <li>Appreciation and Assistance</li> <li>Adventure Racing 101</li> </ul>	<ul> <li>First 5 Lessons</li> <li>First 5 Lessons</li> <li>Cooperatives</li> </ul>

Standard	Suggested Assessments	Sample SPARK Activities	Corresponding SPARK Unit	
Physically Active Lifestyle				
The student will demonstrate a physically active lifestyle, including activity within and outside of the physical				
education setting.				
Participate regularly in health-	Personally Fit Activity	ty Personally Fit		
enhancing and personally	Challenge:	SPARKfit		
rewarding physical activities during	In the Mood to Move	(SPARKf	amily.org)	
unscheduled times.				
Analyze and evaluate personal	Fitness Self-Check	Personally Fit		
behaviors that support or do not		SPARKfit		
support a healthy lifestyle.		(SPARKf	amily.org)	