Date	Unit	Grade 3 Outcome	Grade 4 Outcome
Sept 5-14	Cooperative Games	K.3.3.A.3	K.3.4.A.3
		$\rightarrow$ K.3.2.A.3 Identify the reasons for appropriate clothing and footwear for	$\rightarrow$ K.3.2.A.3 Identify the reasons for
		participation in physical activity (e.g., change of clothing for safety, support, comfort,	participation in physical activity (
		and freedom of movement; removal of jewelry for physical activities; personal	and freedom of movement; remov
		hygiene)	hygiene)
	Essential Question:	K.4.3.A.1	K.4.4.A.1
	HOW CAN I BE A GOOD	Identify the importance of showing consideration for self and others, and for	Demonstrate an awareness of fac
	TEAMMATE?	individual differences (i.e., language, ideas, abilities, physical characteristics)	environment, accomplishments, p
			influence self-esteem and self-cor
		K.4.3.A.2b	
		Discuss how attributes (i.e., determination, being responsible, staying on task) and	K.4.4.A.2b
		desires (i.e., willingness to help, motivation to participate or contribute) affect personal	Describe the factors (e.g., success,
		progress and achievement	intrinsic and extrinsic rewards) t
			goals
		K.4.3.B.1a	
		<b>Describe the behaviours</b> (e.g., accepting everyone into the group, inviting others to play	
		or participate, no put-downs, recognizing feelings of others) that show respect for the	
		abilities and feelings of others	successes of self and others, say "
		K.4.3.B.1b	cooperative/collaborative situation
		Talk about personal participation and responsibility in cooperative play and	S.4.4.A.2
		teamwork for appreciation of diversity (e.g., willingness to play and work with others,	Design, implement, evaluate, and
		acceptance of individual differences, motivation to contribute, dealing with rejection)	(e.g., classroom rules and routines
		K.4.3.B.3a	K.1.4.C.4
		<b>Recognize anger triggers for self and others</b> (e.g., name-calling, feeling inadequate,	Identify the five fair-play ideals (i.
		being reprimanded), and strategies to reduce, control, or avoid anger (e.g., seek	control, equitable playing time)
		someone to talk to, take timeout, participate in a diversion activity, engage in physical	
		exercise) in emotional situations	K.2.4.C.4
			Discuss how setting realistic goals
		K.1.3.C.4	regular practice, participating with
		Demonstrate an understanding of how positive and negative social behaviours (e.g.,	(e.g., sense of enjoyment, self-con
		sharing, showing respect, fairness, honesty, cheating, lying) may affect the outcome	
		of an activity	
		S.1.3.B.2	
		→S.1.2.B.2 Use basic movement skills (e.g., running, catching) and concepts in	

for appropriate clothing and footwear for

(e.g., change of clothing for safety, support, comfort, loval of jewelry for physical activities; personal

actors (e.g., personal attitudes, supportive positive thinking, genetics, media stereotyping...) that onfidence

ss/failure, attitude, support from others, commitment, ) that affect personal motivation and achievement of

ccept responsibility for roles in an activity, celebrate "please/thank you"...) **to get along with others in tions** 

nd revise an action plan for making a group decision es, planning a class or group activity...)

(i.e., respect for rules, officials, and opponents, self-

als and developing strategies (e.g., positive thinking, ith others...) can contribute to personal achievement ponfidence...)

		cooperative and/or low-competitive group games (e.g., dodging activities, tag	
		games)	
Sept 18-28	Fitness	S.1.3.C.1	K.1.4.C.1
	Playground Games	$\rightarrow$ S.1.1.C.1 Demonstrate functional use of basic movement skills (e.g., hopping,	Explain simple rules used in lead-up
		jumping, kicking) and equipment in outdoor activities and/or special events (e.g.,	(e.g., four-square, hopscotch, jump-
		hopscotch, rope skipping, snow soccer, tabloids, cultural theme days, Aboriginal	
		games)	S.1.4.C.1
			Demonstrate functional use of basi
		K.2.3.A.1	and/or implement, balancing) in c
		Discuss exercises and physical activities associated with health-related fitness	special events (e.g., four-square bal
		<b>components</b> (e.g., running develops endurance of the heart, jumping activities develop muscular strength and endurance of the leg muscles)	olympics, multicultural games)
			K.2.4.A.1
		K.2.3.B.1	Recognize the health-related fitnes
		Recognize that the body needs sustained or intermittent vigorous physical activity to	muscular strength, muscular endura
		improve the strength of the heart and lungs (e.g., running, skipping, cycling, swimming,	
		soccer to accumulate at least 10 to 15 minutes of vigorous activity each day)	K.2.4.C.1b
			$\rightarrow$ K.2.3.C.1b Identify short-term eff
		K.2.3.C.1b	pulse rate increases, shortness of bi
		Identify short-term effects of exercise/physical activity on the body (e.g., pulse rate	occurs, fatigue sets in)
		increases, shortness of breath, body temperature increases, perspiration occurs, fatigue	
		sets in)	K.3.4.A.2
			Recognize safe and unsafe characte
		K.2.3.C.3	ups, neck rotations, back bends or b
		$\rightarrow$ K.2.2.C.3 <b>Recognize that proper warm-up activities</b> (i.e., light aerobic activity,	K 2 4 C 2
		stretching exercises) prepare muscles for vigorous activities (e.g., warm-up activities	K.2.4.C.3
		increase blood circulation and elasticity of muscles and ligaments)	Recognize the importance of light a
			down following a vigorous activity
		K.3.3.A.2	gradually)
		<b>Recognize appropriate body alignment during specific activities</b> (e.g., lifting, carrying,	S.2.4.A.1a
		pushing, pulling)	Participate regularly in a variety of
		S.2.3.A.1a	activities that develop health-relat
		Participate in exercises/activities that increase flexibility, muscular strength, and	activities that increase heart rate, lu
		muscular endurance	flexibility, coordination)
		S.2.3.A.1b	
		Maintain participation in moderate to vigorous activity that contributes to aerobic	
		capacity for short (e.g., intermittent) and longer periods of time (e.g., sustained)	

-up games and activities that are suitable for recess np-rope activities, game of own design...)

asic movement skills (e.g., striking a ball with the hand n outdoor activities on the school grounds and/or ball, T-ball, skating, snowshoeing, tabloids, mini-

**ness components** (e.g., cardiovascular endurance, urance, flexibility)

**effects of exercise/physical activity on the body** (e.g., <sup>F</sup> breath, body temperature increases, perspiration

cteristics of performing common exercises (e.g., curlr bridges, knee bends...)

**t aerobic activities and stretching as part of coolty** (e.g., decrease blood flow and body temperature

of purposeful and individually challenging fitness lated and/or skill-related fitness components (e.g., , lung capacity, strength, muscular endurance,

Oct 1-11	Net/Wall Spike Ball	<ul> <li>K.1.3.B.1</li> <li>→K.1.2.B.1 Show an understanding that personal attitudes (e.g., willingness to try, level of involvement, desire to learn) affect skill development and success</li> <li>K.1.3.B.2</li> <li>Recognize concepts relating to force (i.e., body alignment, application of force, addition of forces) in pulling, pushing, and carrying activities (e.g., carrying a mat together, rope-pulling)</li> </ul>	<ul> <li>Show an understanding of the conwhen receiving an object (i.e., "given and receiving skills; use as many job possible)</li> <li>K.1.4.B.3b</li> <li>Show different ways to propel or body parts (e.g., head, arms, hand K.1.4.C.3</li> <li>Recognize the basic concepts (e.g. simple net/wall and striking/field K.3.4.A.1</li> <li>Show an understanding of safe propel or safe pro</li></ul>
			K.3.4.A.1 Show an understanding of safe pra physical activities, including simple games (e.g., positioning self at a sa paddleball)

ivity for a set period of time, based on functional

**vel for health-related fitness components** (i.e., ular strength, muscular endurance, flexibility)**, using** d reach, modified curl-up, 1600-metre run...)

ohysical activity participation over a period of time chool year...) for personal progress

that rate, method, and extent of learning movement (e.g., accept own and others' different developmental

oncepts of force and motion (i.e., absorption of force) give" with the object to absorb the force in catching joints as possible over greatest range of movement

**r move** (e.g., kick, strike, roll...) **objects using different** ads, feet...)

e.g., accuracy, body positioning, object placement...) of Iding games/activities

practices and risk factors associated with selected ple lead-up-type net/wall and striking/fielding-type safe distance in batting/striking in baseball and/or

Oct 15-26	Net/Wall	K.1.3.B.1	K.1.4.B.1
	Volleyball	$\rightarrow$ K.1.2.B.1 Show an understanding that personal attitudes (e.g., willingness to try,	Demonstrate an understanding that
		level of involvement, desire to learn) affect skill development and success	skills are unique to each person (e.
			processes)
		K.1.3.B.2	
		Recognize concepts relating to force (i.e., body alignment, application of force, addition	K.1.4.B.2
		of forces) in pulling, pushing, and carrying activities (e.g., carrying a mat together,	Show an understanding of the con
		rope-pulling)	when receiving an object (i.e., "give
			and receiving skills; use as many joi
			possible)
			K.1.4.B.3b
			Show different ways to propel or r
			body parts (e.g., head, arms, hands
			K.1.4.C.3
			Recognize the basic concepts (e.g.,
			simple net/wall and striking/fieldi
			K.3.4.A.1
			Show an understanding of safe pra
			physical activities, including simple
			games (e.g., positioning self at a sa
			paddleball)
Oct 29-31	Halloween & Fitness	K.3.3.A.5a	K.3.4.A.5a
		$\rightarrow$ K.3.2.A.5a Identify the basic safety rules for selected physical activity settings (e.g.,	→K.3.2.A.5a Identify the basic safe
		school field trips, Terry Fox walk/run, skating activity, pow wows, winter festivals)	school field trips, Terry Fox walk/ru
Nov 1-14	Gymnastics	K.1.3.B.3a	K.1.4.B.3c
	Make Up Routines	Design a movement sequence (e.g., run/jump/land/roll sequence) incorporating	Differentiate between qualities of
		directions, levels, pathways, and planes (e.g., creative gymnastics, hoop gymnastics)	bound) in movement sequences
		K.1.3.B.3b	K.1.4.B.3d
		Balance objects (e.g., beanbags, balls) using different body parts (e.g., hands,	Identify characteristics (e.g., identi
		shoulders, foot) while travelling alone and/or in partner activities	that enhance choreography of mo
			groups
		K.1.3.B.3c	
		Show an understanding of the qualities of speed (e.g., fast and slow), force (e.g.,	S.1.4.D.2
		strong and light), and flow (e.g., free and bound) in movement	Demonstrate functional use of bas
			movement patterns in a gymnastic

that rate, method, and extent of learning movement (e.g., accept own and others' different developmental

oncepts of force and motion (i.e., absorption of force) give" with the object to absorb the force in catching joints as possible over greatest range of movement

**r move** (e.g., kick, strike, roll...) **objects using different** ds, feet...)

g., accuracy, body positioning, object placement...) of ding games/activities

practices and risk factors associated with selected ple lead-up-type net/wall and striking/fielding-type safe distance in batting/striking in baseball and/or

**ifety rules for selected physical activity settings** (e.g., 'run, skating activity, pow wows, winter festivals...)

of effort (e.g., fast and slow, strong and light, free and es performed by others

ntical and contrasting movements and/or rhythms...) novement sequences with a partner and in small

asic movement skills using two or more gymnastic tic sequence/routine with small hand apparatus (e.g.,

		K.1.3.B.3d	hoops, scarves, ropes), or on larg
		Show an understanding for mirroring and matching movements with a partner in a	with others
		stationary position and/or while moving (e.g., "follow the leader")	
		S.1.3.A.3	
		Demonstrate competency in soft and balanced landings from developmentally	
		appropriate heights (e.g., floor, bench, low beam, jumping box)	
		S.1.3.D.1	
		Create rhythmic sequences using transport skills (e.g., walk, jump, step-hop, stamp,	
		slide) alone and/or with others (e.g., jump-rope activities, aerobics, creative	
		movement)	
		S.1.3.D.2	
		$\rightarrow$ S.1.2.D.2 Demonstrate functional use of basic movement skills (i.e., transport,	
		manipulation, and balance), applying movement concepts (e.g., body and space	
		awareness) to gymnastic-type activities (e.g., balancing on different body parts,	
		swinging and circling small hand apparatus)	
Nov 15,16,19	Fitness	S.2.3.A.1a	S.2.4.A.1a
		Participate in exercises/activities that increase flexibility, muscular strength, and	Participate regularly in a variety o
		muscular endurance	activities that develop health-rela
			activities that increase heart rate,
		S.2.3.A.1b	flexibility, coordination)
		Maintain participation in moderate to vigorous activity that contributes to aerobic	
		capacity for short (e.g., intermittent) and longer periods of time (e.g., sustained)	S.2.4.A.1b
			Maintain continuous aerobic activ
N. 20.20			capacity
Nov 20-30	Jungle Gym	S.1.3.A.3	K.1.4.B.3a
	Obstacle Course	Demonstrate competency in soft and balanced landings from developmentally	Recognize the qualities of space a
		appropriate heights (e.g., floor, bench, low beam, jumping box)	variety of activities (e.g., tag game
		K.3.3.A.5a	K.3.4.A.5a
		$\rightarrow$ K.3.2.A.5a Identify the basic safety rules for selected physical activity settings (e.g.,	$\rightarrow$ K.3.2.A.5a <b>Identify the basic safe</b>
		school field trips, Terry Fox walk/run, skating activity, pow wows, winter festivals)	school field trips, Terry Fox walk/r
Dec 3-14	Target Games	K.1.3.B.1	K.1.4.B.1
	Curling	$\rightarrow$ K.1.2.B.1 Show an understanding that personal attitudes (e.g., willingness to try,	Demonstrate an understanding th
		level of involvement, desire to learn) affect skill development and success	skills are unique to each person (e
			processes)

arge apparatus (e.g., mats, balance beam...), alone or

y of purposeful and individually challenging fitness elated and/or skill-related fitness components (e.g., e, lung capacity, strength, muscular endurance,

ctivity for a set period of time, based on functional

e awareness (i.e., levels, pathways, directions) in a me, obstacle course...)

safety rules for selected physical activity settings (e.g., s/run, skating activity, pow wows, winter festivals...)

that rate, method, and extent of learning movement (e.g., accept own and others' different developmental

		K.1.3.B.2	K.1.4.B.3b
		Recognize concepts relating to force (i.e., body alignment, application of force, addition	Show different ways to propel or r
		of forces) in pulling, pushing, and carrying activities (e.g., carrying a mat together,	body parts (e.g., head, arms, hands
		rope-pulling)	
Dec 17-21	Outdoor Ed	S.1.3.C.1	S.1.4.C.1
		→S.1.1.C.1 Demonstrate functional use of basic movement skills (e.g., hopping,	Demonstrate functional use of bas
		jumping, kicking) and equipment in outdoor activities and/or special events (e.g.,	and/or implement, balancing) in
		hopscotch, rope skipping, snow soccer, tabloids, cultural theme days, Aboriginal	special events (e.g., four-square ba
		games)	olympics, multicultural games)
Jan 7-31	<b>Territory Invasion Games</b>	K.1.3.B.1	K.1.4.B.1
	Ultimate	$\rightarrow$ K.1.2.B.1 Show an understanding that personal attitudes (e.g., willingness to try,	Demonstrate an understanding the
	Basketball	level of involvement, desire to learn) affect skill development and success	skills are unique to each person (e.
	Soccer		processes)
	Floor Hockey	K.1.3.B.2	
		Recognize concepts relating to force (i.e., body alignment, application of force, addition	K.1.4.B.2
		of forces) in pulling, pushing, and carrying activities (e.g., carrying a mat together,	Show an understanding of the con
		rope-pulling)	when receiving an object (i.e., "given by the second secon
			and receiving skills; use as many joi
		K.3.3.A.1	possible)
		Show an understanding of risk factors and safe practices associated with selected	
		physical activities, including lead-up-type territorial/invasion- type games (e.g., no	K.1.4.B.3b
		body contact in lead-up games such as soccer, no slapshots or high-sticking in floor	Show different ways to propel or r
		hockey)	body parts (e.g., head, arms, hands
Feb 4-15	Jump Rope	K.2.3.C.1a	K.2.4.C.1a
	Fitness	Show an understanding of the location, size, and function of the heart (e.g., in the	→K.2.3.C.1a Show an understanding
		chest area, size of a fist, pumps blood)	(e.g., in the chest area, size of a fist
		S.2.3.A.2	S.2.4.A.2
		$\rightarrow$ S.2.2.A.2 Determine own degree of exertion through simple methods (e.g., put	Demonstrate efficient ways (e.g., p
		hand on chest to feel increase in heart rate, "talk test") while participating in physical	wrist and neck, use of heart monito
		activities	exercise
		S.2.3.A.3a	S.2.4.A.3a
		Record participation in daily physical activities (e.g., at home, at school, in the	Determine own performance level
		community) over a period of time (e.g., a week, a day) to determine level of	cardiovascular endurance, muscula
		physical activity participation	simple tests or tasks (e.g., sit and r
		S.1.3.D.1	
		Create rhythmic sequences using transport skills (e.g., walk, jump, step-hop, stamp,	

**r move** (e.g., kick, strike, roll...) **objects using different** ads, feet...)

**asic movement skills** (e.g., striking a ball with the hand **n outdoor activities on the school grounds and/or** ball, T-ball, skating, snowshoeing, tabloids, mini-

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oncepts of force and motion (i.e., absorption of force) give" with the object to absorb the force in catching joints as possible over greatest range of movement

**r move** (e.g., kick, strike, roll...) **objects using different** ds, feet...

**ding of the location, size, and function of the heart** fist, pumps blood...)

., pulse point location and proper finger positions on itors...) to determine heart rate before and after

**vel for health-related fitness components** (i.e., ular strength, muscular endurance, flexibility)**, using** d reach, modified curl-up, 1600-metre run...)

		slide) alone and/or with others (e.g., jump-rope activities, aerobics, creative	S.2.4.A.3b
		movement)	Record own fitness results and ph
		K.3.3.A.2	(e.g., beginning, middle, end of sch
		Recognize appropriate body alignment during specific activities (e.g., lifting, carrying,	K.3.4.A.2
		pushing, pulling)	Recognize safe and unsafe charact
			ups, neck rotations, back bends or
Feb 19-Mar 1	Target Games	K.1.3.B.1	K.1.4.B.1
		$\rightarrow$ K.1.2.B.1 Show an understanding that personal attitudes (e.g., willingness to try,	Demonstrate an understanding th
		level of involvement, desire to learn) affect skill development and success	skills are unique to each person (e
		level of involvement, desire to learn) anect skill development and success	
		K.1.3.B.2	processes)
		<b>Recognize concepts relating to force</b> (i.e., body alignment, application of force, addition	K.1.4.B.3b
		of forces) <b>in pulling, pushing, and carrying activities</b> (e.g., carrying a mat together,	Show different ways to propel or
		rope-pulling)	body parts (e.g., head, arms, hand
Mar 4 - 22	Striking Games	K.1.3.B.1	K.1.4.B.1
	Gaga Ball	$\rightarrow$ K.1.2.B.1 Show an understanding that personal attitudes (e.g., willingness to try,	Demonstrate an understanding th
	Kan Jam	level of involvement, desire to learn) affect skill development and success	skills are unique to each person (e
	Net Games	level of involvement, desire to learning anece skill development and success	processes)
		K.1.3.B.2	
	Table Ball	Recognize concepts relating to force (i.e., body alignment, application of force, addition	K.1.4.B.2
	Ping Pong	of forces) <b>in pulling, pushing, and carrying activities</b> (e.g., carrying a mat together,	Show an understanding of the co
		rope-pulling)	when receiving an object (i.e., "given by the second secon
			and receiving skills; use as many jo
			possible)
			, · · · · · · · · · · · · · · · · · · ·
			K.1.4.B.3b
			Show different ways to propel or
			body parts (e.g., head, arms, hand
			K.1.4.C.3
			<b>Recognize the basic concepts</b> (e.g.
			simple net/wall and striking/field
			K.3.4.A.1
			Show an understanding of safe pr
			physical activities, including simpl
			<b>games</b> (e.g., positioning self at a sa
			paddleball)

physical activity participation over a period of time school year...) for personal progress

acteristics of performing common exercises (e.g., curlor bridges, knee bends...)

that rate, method, and extent of learning movement (e.g., accept own and others' different developmental

**or move** (e.g., kick, strike, roll...) **objects using different** nds, feet...)

that rate, method, and extent of learning movement (e.g., accept own and others' different developmental

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.g., accuracy, body positioning, object placement...) of Iding games/activities

practices and risk factors associated with selected nple lead-up-type net/wall and striking/fielding-type a safe distance in batting/striking in baseball and/or

Apr 1-12	Net/Wall	K.1.3.B.1	K.1.4.B.1
	Badminton	$\rightarrow$ K.1.2.B.1 Show an understanding that personal attitudes (e.g., willingness to try,	Demonstrate an understanding that
		level of involvement, desire to learn) affect skill development and success	skills are unique to each person (e.
			processes)
		K.1.3.B.2	
		Recognize concepts relating to force (i.e., body alignment, application of force, addition	K.1.4.B.2
		of forces) in pulling, pushing, and carrying activities (e.g., carrying a mat together,	Show an understanding of the cone
		rope-pulling)	when receiving an object (i.e., "give
			and receiving skills; use as many join
			possible)
			K.1.4.B.3b
			Show different ways to propel or n
			body parts (e.g., head, arms, hands
			K.1.4.C.3
			Recognize the basic concepts (e.g.,
			simple net/wall and striking/fieldin
			K.3.4.A.1
			Show an understanding of safe pra
			physical activities, including simple
			games (e.g., positioning self at a saf
			paddleball)
Apr 15-25	Territory/Invasion	K.1.3.B.1	K.1.4.B.1
	<ul> <li>Team handball</li> </ul>	$\rightarrow$ K.1.2.B.1 Show an understanding that personal attitudes (e.g., willingness to try,	Demonstrate an understanding that
	<ul> <li>Steal the Ring</li> </ul>	level of involvement, desire to learn) affect skill development and success	skills are unique to each person (e.
	Scooter Waterpolo		processes)
		K.1.3.B.2	
		<b>Recognize concepts relating to force</b> (i.e., body alignment, application of force, addition	K.1.4.B.2
		of forces) in pulling, pushing, and carrying activities (e.g., carrying a mat together,	Show an understanding of the cond
		rope-pulling)	when receiving an object (i.e., "give
			and receiving skills; use as many join
		K.3.3.A.1	possible)
		Show an understanding of risk factors and safe practices associated with selected	
		physical activities, including lead-up-type territorial/invasion- type games (e.g., no	K.1.4.B.3b
		body contact in lead-up games such as soccer, no slapshots or high-sticking in floor	Show different ways to propel or n
		hockey)	<b>body parts</b> (e.g., head, arms, hands

that rate, method, and extent of learning movement (e.g., accept own and others' different developmental

oncepts of force and motion (i.e., absorption of force) give" with the object to absorb the force in catching joints as possible over greatest range of movement

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Apr 29-May10	Track and Field	S.1.3.C.1	S.1.4.C.1
. ,		$\rightarrow$ S.1.1.C.1 Demonstrate functional use of basic movement skills (e.g., hopping,	Demonstrate functional use of bas
		jumping, kicking) and equipment in outdoor activities and/or special events (e.g.,	and/or implement, balancing) in o
		hopscotch, rope skipping, snow soccer, tabloids, cultural theme days, Aboriginal	special events (e.g., four-square ba
		games)	olympics, multicultural games)
		K.1.3.B.1	K.1.4.B.3b
		$\rightarrow$ K.1.2.B.1 Show an understanding that personal attitudes (e.g., willingness to try,	Show different ways to propel or n
		level of involvement, desire to learn) affect skill development and success	body parts (e.g., head, arms, hands
		K.1.3.B.2	
		Recognize concepts relating to force (i.e., body alignment, application of force, addition	
		of forces) <b>in pulling, pushing, and carrying activities</b> (e.g., carrying a mat together, rope-pulling)	
May 13-31	Dance	S.2.3.A.3a	S.2.4.A.3a
	Fitness	Record participation in daily physical activities (e.g., at home, at school, in the	Determine own performance level
		community) over a period of time (e.g., a week, a day) to determine level of	cardiovascular endurance, muscula
		physical activity participation	simple tests or tasks (e.g., sit and re
		К.2.3.С.4	S.2.4.A.3b
		Identify personal factors (e.g., interests, personal success, previous experiences, type	Record own fitness results and phy
		of activities, developmental rates) that influence physical activity participation and build self-confidence	(e.g., beginning, middle, end of sch
			K.2.4.C.4
		K.1.3.B.3a	Discuss how setting realistic goals
		Design a movement sequence (e.g., run/jump/land/roll sequence) incorporating	regular practice, participating with
		directions, levels, pathways, and planes (e.g., creative gymnastics, hoop gymnastics)	(e.g., sense of enjoyment, self-conf
		K.1.3.B.3b	K.1.4.B.3c
		Balance objects (e.g., beanbags, balls) using different body parts (e.g., hands,	Differentiate between qualities of
		shoulders, foot) while travelling alone and/or in partner activities	bound) in movement sequences
		K.1.3.B.3c	K.1.4.B.3d
		Show an understanding of the qualities of speed (e.g., fast and slow), force (e.g.,	Identify characteristics (e.g., identi
		strong and light), and flow (e.g., free and bound) in movement	that enhance choreography of mor groups
			S.1.4.D.1
			Demonstrate functional use of bas

**asic movement skills** (e.g., striking a ball with the hand **n outdoor activities on the school grounds and/or** ball, T-ball, skating, snowshoeing, tabloids, mini-

**r move** (e.g., kick, strike, roll...) **objects using different** ds, feet...)

**vel for health-related fitness components** (i.e., ular strength, muscular endurance, flexibility)**, using** d reach, modified curl-up, 1600-metre run...)

bhysical activity participation over a period of time chool year...) for personal progress

**Is and developing strategies** (e.g., positive thinking, th others...) **can contribute to personal achievement** onfidence...)

of effort (e.g., fast and slow, strong and light, free and es performed by others

ntical and contrasting movements and/or rhythms...)

asic rhythmic steps and patterns (e.g., grapevine,

		K.1.3.B.3d Show an understanding for mirroring and matching movements with a partner in a stationary position and/or while moving (e.g., "follow the leader")	walk/turn, slide, stamp, run), app a variety of rhythmic activities (e.g such as folk, country, novelty)
		S.1.3.D.1 Create rhythmic sequences using transport skills (e.g., walk, jump, step-hop, stamp, slide) alone and/or with others (e.g., jump-rope activities, aerobics, creative movement)	K.3.4.A.2 <b>Recognize safe and unsafe characte</b> ups, neck rotations, back bends or b
		K.3.3.A.2 <b>Recognize appropriate body alignment during specific activities</b> (e.g., lifting, carrying, pushing, pulling)	
June 3-13	<ul> <li>Striking &amp; Fielding</li> <li>Baseball type games</li> <li>Cricket</li> <li>Belly Ball</li> </ul>	<ul> <li>S.1.3.C.1</li> <li>→S.1.1.C.1 Demonstrate functional use of basic movement skills (e.g., hopping, jumping, kicking) and equipment in outdoor activities and/or special events (e.g., hopscotch, rope skipping, snow soccer, tabloids, cultural theme days, Aboriginal games)</li> <li>K.1.3.B.1</li> <li>→K.1.2.B.1 Show an understanding that personal attitudes (e.g., willingness to try, level of involvement, desire to learn) affect skill development and success</li> <li>K.1.3.B.2</li> <li>Recognize concepts relating to force (i.e., body alignment, application of force, addition of forces) in pulling, pushing, and carrying activities (e.g., carrying a mat together, rope-pulling)</li> </ul>	<ul> <li>S.1.4.C.1</li> <li>Demonstrate functional use of bas and/or implement, balancing) in o special events (e.g., four-square ba olympics, multicultural games)</li> <li>K.1.4.B.1</li> <li>Demonstrate an understanding that skills are unique to each person (e. processes)</li> <li>K.1.4.C.3</li> <li>Recognize the basic concepts (e.g., simple net/wall and striking/fielding)</li> </ul>
			<ul> <li>K.1.4.B.2</li> <li>Show an understanding of the cond when receiving an object (i.e., "give and receiving skills; use as many join possible)</li> <li>K.1.4.B.3b</li> <li>Show different ways to propel or monopolity</li> <li>body parts (e.g., head, arms, hands)</li> </ul>

**pplying movement concepts alone and with others in** e.g., multicultural activities to reflect different styles

**acteristics of performing common exercises** (e.g., curlor bridges, knee bends...)

asic movement skills (e.g., striking a ball with the hand n outdoor activities on the school grounds and/or ball, T-ball, skating, snowshoeing, tabloids, mini-

that rate, method, and extent of learning movement (e.g., accept own and others' different developmental

g., accuracy, body positioning, object placement...) of ding games/activities

**oncepts of force and motion** (i.e., absorption of force) give" with the object to absorb the force in catching joints as possible over greatest range of movement

**r move** (e.g., kick, strike, roll...) **objects using different** ds, feet...)

			K.3.4.A.1
			Show an understanding of safe pra
			physical activities, including simple
			<b>games</b> (e.g., positioning self at a sat paddleball)
June 17-27	Outdoor Games	S.1.3.C.1	S.1.4.C.1
	• soccer	$\rightarrow$ S.1.1.C.1 <b>Demonstrate functional use of basic movement skills</b> (e.g., hopping, jumping, kicking) <b>and equipment in outdoor activities and/or special events</b> (e.g., hopscotch, rope skipping, snow soccer, tabloids, cultural theme days, Aboriginal games)	Demonstrate functional use of bas and/or implement, balancing) in o special events (e.g., four-square ba olympics, multicultural games)
		K.1.3.B.1	K.1.4.B.1
		$\rightarrow$ K.1.2.B.1 Show an understanding that personal attitudes (e.g., willingness to try,	Demonstrate an understanding that
		level of involvement, desire to learn) affect skill development and success	<b>skills are unique to each person</b> (e. processes)
		K.1.3.B.2	
		Recognize concepts relating to force (i.e., body alignment, application of force, addition	K.1.4.B.2
		of forces) in pulling, pushing, and carrying activities (e.g., carrying a mat together,	Show an understanding of the con
		rope-pulling)	when receiving an object (i.e., "give and receiving skills; use as many joi
		K.3.3.A.1	possible)
		Show an understanding of risk factors and safe practices associated with selected	
		physical activities, including lead-up-type territorial/invasion- type games (e.g., no	K.1.4.B.3b
		body contact in lead-up games such as soccer, no slap shots or high-sticking in floor	Show different ways to propel or n
		hockey)	body parts (e.g., head, arms, hands

practices and risk factors associated with selected ple lead-up-type net/wall and striking/fielding-type safe distance in batting/striking in baseball and/or

**asic movement skills** (e.g., striking a ball with the hand **n outdoor activities on the school grounds and/or** ball, T-ball, skating, snowshoeing, tabloids, mini-

that rate, method, and extent of learning movement (e.g., accept own and others' different developmental

oncepts of force and motion (i.e., absorption of force) give" with the object to absorb the force in catching joints as possible over greatest range of movement

r move (e.g., kick, strike, roll...) objects using different ds, feet...)

# <u>Continual</u>

# Grade 3

Show an understanding of how the movement patterns should be performed (e.g., opposite foot forward to throwing hand; two-foot take-off and landing in jumping) K.1.3.C.1 Show an understanding of fundamental rules used in individual or partner games and activities (e.g., make up a game and share it with a partner) K.1.3.C.2 Recognize movement vocabulary (e.g., hop, skip, spin, deke, dodge, counter-clockwise) when following directions related to simple games and activities (e.g., obstacle courses) S.1.3.A.1 Demonstrate proficiency in basic transport skills (i.e., running, hopping, galloping, jumping, skipping) S.1.3.A.2 Demonstrate competency in basic manipulation skills (i.e., rolling, underhand and overhand throwing, catching, bouncing, striking, kicking, dribbling a ball using feet) S.1.3.B.1 ⇒5.1.2.B.1 Use basic movement skills (e.g., hopping, rolling, underhand throwing) and concepts (i.e., body and space awareness, relationships) in creating cooperative and/or low-comp (e.g., hopscotch, playing catch with a partner, simple target games) S.1.3.B.2 ⇒5.1.2.B.2 Use basic movement skills (e.g., running, catching) and concepts in cooperative and/or low-competitive group games (e.g., dodging activities, tag games)
Show an understanding of fundamental rules used in individual or partner games and activities (e.g., make up a game and share it with a partner) K.1.3.C.2 Recognize movement vocabulary (e.g., hop, skip, spin, deke, dodge, counter-clockwise) when following directions related to simple games and activities (e.g., obstacle courses) S.1.3.A.1 Demonstrate proficiency in basic transport skills (i.e., running, hopping, galloping, jumping, skipping) S.1.3.A.2 Demonstrate competency in basic manipulation skills (i.e., rolling, underhand and overhand throwing, catching, bouncing, striking, kicking, dribbling a ball using feet) S.1.3.B.1 >S.1.3.B.1 >S.1.3.B.1 >S.1.3.B.1 S.1.3.B.1 S.1.3.B.2
<ul> <li>K.1.3.C.2</li> <li>Recognize movement vocabulary (e.g., hop, skip, spin, deke, dodge, counter-clockwise) when following directions related to simple games and activities (e.g., obstacle courses)</li> <li>S.1.3.A.1</li> <li>Demonstrate proficiency in basic transport skills (i.e., running, hopping, galloping, jumping, skipping)</li> <li>S.1.3.A.2</li> <li>Demonstrate competency in basic manipulation skills (i.e., rolling, underhand and overhand throwing, catching, bouncing, striking, kicking, dribbling a ball using feet)</li> <li>S.1.3.B.1</li> <li>→S.1.2.B.1 Use basic movement skills (e.g., hopping, rolling, underhand throwing) and concepts (i.e., body and space awareness, relationships) in creating cooperative and/or low-comple.g., hopscotch, playing catch with a partner, simple target games)</li> <li>S.1.3.B.2</li> </ul>
Recognize movement vocabulary (e.g., hop, skip, spin, deke, dodge, counter-clockwise) when following directions related to simple games and activities (e.g., obstacle courses) S.1.3.A.1 Demonstrate proficiency in basic transport skills (i.e., running, hopping, galloping, jumping, skipping) S.1.3.A.2 Demonstrate competency in basic manipulation skills (i.e., rolling, underhand and overhand throwing, catching, bouncing, striking, kicking, dribbling a ball using feet) S.1.3.B.1 →S.1.2.B.1 Use basic movement skills (e.g., hopping, rolling, underhand throwing) and concepts (i.e., body and space awareness, relationships) in creating cooperative and/or low-comp (e.g., hopscotch, playing catch with a partner, simple target games) S.1.3.B.2
Recognize movement vocabulary (e.g., hop, skip, spin, deke, dodge, counter-clockwise) when following directions related to simple games and activities (e.g., obstacle courses) S.1.3.A.1 Demonstrate proficiency in basic transport skills (i.e., running, hopping, galloping, jumping, skipping) S.1.3.A.2 Demonstrate competency in basic manipulation skills (i.e., rolling, underhand and overhand throwing, catching, bouncing, striking, kicking, dribbling a ball using feet) S.1.3.B.1 →S.1.2.B.1 Use basic movement skills (e.g., hopping, rolling, underhand throwing) and concepts (i.e., body and space awareness, relationships) in creating cooperative and/or low-comp (e.g., hopscotch, playing catch with a partner, simple target games) S.1.3.B.2
Demonstrate proficiency in basic transport skills (i.e., running, hopping, galloping, jumping, skipping) S.1.3.A.2 Demonstrate competency in basic manipulation skills (i.e., rolling, underhand and overhand throwing, catching, bouncing, striking, kicking, dribbling a ball using feet) S.1.3.B.1 →S.1.2.B.1 Use basic movement skills (e.g., hopping, rolling, underhand throwing) and concepts (i.e., body and space awareness, relationships) in creating cooperative and/or low-comp (e.g., hopscotch, playing catch with a partner, simple target games) S.1.3.B.2
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Demonstrate competency in basic manipulation skills (i.e., rolling, underhand and overhand throwing, catching, bouncing, striking, kicking, dribbling a ball using feet) 5.1.3.B.1 →S.1.2.B.1 Use basic movement skills (e.g., hopping, rolling, underhand throwing) and concepts (i.e., body and space awareness, relationships) in creating cooperative and/or low-comp (e.g., hopscotch, playing catch with a partner, simple target games) S.1.3.B.2
Demonstrate competency in basic manipulation skills (i.e., rolling, underhand and overhand throwing, catching, bouncing, striking, kicking, dribbling a ball using feet) 5.1.3.B.1 →S.1.2.B.1 Use basic movement skills (e.g., hopping, rolling, underhand throwing) and concepts (i.e., body and space awareness, relationships) in creating cooperative and/or low-comp (e.g., hopscotch, playing catch with a partner, simple target games) S.1.3.B.2
S.1.3.B.1 →S.1.2.B.1 Use basic movement skills (e.g., hopping, rolling, underhand throwing) and concepts (i.e., body and space awareness, relationships) in creating cooperative and/or low-comp (e.g., hopscotch, playing catch with a partner, simple target games)
→S.1.2.B.1 Use basic movement skills (e.g., hopping, rolling, underhand throwing) and concepts (i.e., body and space awareness, relationships) in creating cooperative and/or low-comp (e.g., hopscotch, playing catch with a partner, simple target games) S.1.3.B.2
(e.g., hopscotch, playing catch with a partner, simple target games)
S.1.3.B.2
→S.1.2.B.2 Use basic movement skills (e.g., running, catching) and concepts in cooperative and/or low-competitive group games (e.g., dodging activities, tag games)
S.1.3.B.3
→S.1.2.B.3 <b>Set up and manage own games</b> (e.g., skipping games, target games, hopscotch)
S.2.3.A.1a
Participate in exercises/activities that increase flexibility, muscular strength, and muscular endurance
S.3.3.A.1
→S.3.K.A.1 Follow simple rules and routines for safe, active participation and use of equipment (e.g., follow instructions, stop on signal, cooperate with others, care for and share equipn
75.5.K.A.1 Tollow simple fules and fournes for sale, active participation and use of equipment (e.g., follow instructions, stop on signal, cooperate with others, care for and share equipment
K.3.3.A.4
+K.3.2.A.4 Show an understanding of general and specific safety guidelines and behaviours (e.g., change-room routines, appropriate permitted heights on climbing frame, carrying heav
that are appropriate for own age and ability

mpetitive games with partners or in small groups

ipment, tag lightly...) in selected activities

eavy equipment such as benches, size of equipment...)

# K.3.3.A.5a

→K.3.2.A.5a Identify the basic safety rules for selected physical activity settings (e.g., school field trips, Terry Fox walk/run, skating activity, pow wows, winter festivals...)

# Grade 4

K.1.4.A.1
Show an understanding of the main characteristics of the mature patterns of the basic movement skills from the three categories (i.e., transport, manipulation, and balance) in self a
K.1.4.C.2
->K.1.3.C.2 Recognize movement vocabulary (e.g., hop, skip, spin, deke, dodge, counter-clockwise) when following directions related to simple games and activities (e.g., obstacle counter-clockwise)
K.1.4.B.3a
Recognize the qualities of space awareness (i.e., levels, pathways, directions) in a variety of activities (e.g., tag game, obstacle course)
K.1.4.C.4
Identify the five fair-play ideals (i.e., respect for rules, officials, and opponents, self-control, equitable playing time)
K.4.4.B.2a
Identify positive communication skills (e.g., encouraging remarks, using appropriate etiquette, using appropriate body language) and behaviours (i.e., fair play code of conduct) for g
as a participant, player, or spectator)
S.1.4.A.1 Demonstrate proficiency in basic transport skills and other locomotor variations and extensions (e.g., slide, leap, grapevine)
Demonstrate proficiency in basic transport skins and other focomotor variations and extensions (e.g., since, leap, grapevine)
S.1.4.A.2
Demonstrate proficiency in selected manipulation skills in a variety of individual activities (i.e., rolling, underhand and overhand throwing, catching, striking, bouncing, kicking, dribbli
S.1.4.B.1
Demonstrate functional use of basic movement skills (e.g., jumping, hopping, throwing, catching) in sport-related lead-up individual/dual games and physical activities (e.g., jugglin
S.1.4.B.2
Demonstrate functional use of basic movement skills (e.g., kicking, striking) in large-group/mass-participation activities (e.g., invasion and striking/fielding-type activities)
S.1.4.B.3
→S.1.2.B.3 <b>Set up and manage own games</b> (e.g., skipping games, target games, hopscotch)
· · · · · · · · · · · · · · · · · · ·

#### nd in others

ourses...)

etting along with others in competitive situations (i.e.,

ng a ball using feet)

g, rope jumping...)

# S.2.4.A.1a

Participate regularly in a variety of purposeful and individually challenging fitness activities that develop health-related and/or skill-related fitness components (e.g., activities that increase heart rate, lung capacity, strength, muscular endurance, flexibility, coordination...)

## S.3.4.A.1

Follow set rules and routines for safe participation and use of equipment in selected specific physical activities (e.g., fair-play rules, change-room routines, equipment distribution, sharing space...)

## S.4.4.A.3

**Demonstrate interpersonal skills** (i.e., ability to communicate verbally and non-verbally with others, work cooperatively and collaboratively, show respect and consideration for rights and feelings of others, be responsible for self and others) for getting along with others in class activities

# K.3.4.A.4

→K.3.2.A.4 Show an understanding of general and specific safety guidelines and behaviours (e.g., change-room routines, appropriate permitted heights on climbing frame, carrying heavy equipment such as benches, size of equipment...) that are appropriate for own age and ability

## K.3.4.A.5a

→K.3.2.A.5a Identify the basic safety rules for selected physical activity settings (e.g., school field trips, Terry Fox walk/run, skating activity, pow wows, winter festivals...)

# **Solution Station**

## Grade 3

K.4.3.A.1

Identify the importance of showing consideration for self and others, and for individual differences (i.e., language, ideas, abilities, physical characteristics)

## K.4.3.A.3

Explore the steps in the decison-making/ problem-solving process (e.g., define topic or issue, explore alternatives, check and consider health knowledge and values, identify possible solutions, decide, evaluate...)

## K.4.3.B.2a

Identify appropriate and inappropriate ways (e.g., talking/crying, calm voice/loud voice, acceptable language/offensive language, cheering/booing...) of communicating emotions

## K.4.3.B.3b

Show an understanding of the steps in a conflict-resolution process (i.e., identify the goal; identify constraints, limiting conditions, and possible options; choose best option; evaluate for effectiveness)

#### K.4.3.B.3c

Identify mediation skills (e.g., allow person to express opinions, summarize other person's point of view, recognize feelings of others...) that can be used as part of the conflict-resolution process

# S.4.3.A.3

Demonstrate behaviours (e.g., use appropriate body language, make encouraging remarks, ask questions, help others, include others in conversation or play...) that show respect for the abilities and feelings of others in small-group class activities

#### S.4.3.A.4

Demonstrate the use of mediation strategies as part of a conflict-resolution process in different case scenarios (e.g., recess play, class disagreements, calling own fouls in a game...)

#### Grade 4

#### K.4.4.A.3

Identify the steps of the decision-making/ problem-solving process with an emphasis on the final steps (e.g., making the decision, taking action, evaluating results...)

#### K.4.4.B.1a

Identify appropriate social behaviours (e.g., speaking kindly, acknowledging others' ideas and opinions, offering to help...) toward others in small-group situations

#### K.4.4.B.2b

Identify ways (e.g., assign and accept responsibility for roles in an activity, celebrate successes of self and others, say "please/thank you"...) to get along with others in cooperative/collaborative situations

#### K.4.4.C.1a

Identify characteristics of and/or behaviours associated with different emotions (e.g., fear, helplessness, anger, affection, excitement, frustration, disappointment, enthusiasm...) in self and/or others