

PSST: Please input the summarized Priority Standard, Skill, or Topic, as the more detailed PSST will be part of score 3.

Content: Please indicate the learning progressions for the PSST as related to each score.

Activities: Please provide examples of activities that will supplement/enrich the learning experiences, encourage new interests, and help students relate the learning to real world experiences. These activities should be considered a method of instruction and should be designed to help students accomplish specific learning outcomes.

Evidence (A&E): Assessments (obtrusive, unobtrusive, student-generated), which are activities that provide feedback, and give a clear picture of student progress on learning goals.

PSST: #1 2.5.1 Safety Practices and Personal Responsibility for an Active Class and Games		SUBJECT: Physical Education	GRADE: 2nd
Score	Content	Activities	Evidence (A&E)
4.0	<p>In addition to Score 3.0 performance, in-depth inferences and application that go beyond what was taught</p> <p>Critique why a safety practice is important.</p> <p>I can critique why a safety practice is important.</p>	<p>Total Physical Response (TPR)</p> <p>Games</p> <p>Student Presentation</p>	CFA Rubric
3.5	In addition to score 3.0 performance, in-depth inferences and applications that go beyond what was taught with partial success.		
3.0	<p>The student will:</p> <p>2.5.1 Identify and demonstrate safety practices and personal responsibility for an active class and games. EXAMPLE(S):</p> <p>Describe safety rules for participating in activities/games with boundary lines (e.g., play in the area identified with cones or lines) in which everyone is moving and that involve objects being thrown (e.g., maintain personal space, maintain ready hands and eyes, wear tennis shoes, keep hair out of eyes); notify the teacher if a student has an injury so activity can be suspended and care provided to the student.</p> <p>I can identify and demonstrate safety practices and personal responsibility when doing physical activities.</p>	<p>Total Physical Response (TPR)</p> <p>Games</p>	CFA Rubric
2.5	No major errors or omissions regarding 2.0 content and partial knowledge of the 3.0 content.		
2.0	<p>Prerequisites:</p> <p>Students will</p> <ul style="list-style-type: none"> Recognize or recall terminology such as: safety practices, responsibility, rules, boundary, personal space, injury Perform basic processes, such as: <ul style="list-style-type: none"> Repeat safety practices (verbally or physically) Recall rules for safety <p>I can repeat safety practices.</p> <p>I can recall rules for safety.</p>	<p>Total Physical Response (TPR)</p> <p>Games</p> <p>Mirror Mirror</p>	CFA Rubric

	1.5	Partial knowledge of the 2.0 content, but major errors or omissions regarding the 3.0 content.		
1.0		With help, a partial understanding of some of the simpler details and processes and some of the more complex ideas and processes.		
	0.5	With help, a partial understanding of the 2.0 content, but not the 3.0 content.		
0.0		Even with help, no understanding or skill demonstrated.		

PSST: #2 2.1.1 Perform Locomotor Skills		SUBJECT: Physical Education	GRADE: 2nd
Score	Content	Activities	Evidence (A&E)
4.0	<p>In addition to Score 3.0 performance, in-depth inferences and application that go beyond what was taught.</p> <p>Design an obstacle course Apply concepts of locomotor skills to challenge yourself and others.</p> <p>I can apply concepts of locomotor skills to challenge myself and others.</p>	Obstacle Course Game	CFA Rubric
3.5	In addition to score 3.0 performance, in-depth inferences and applications that go beyond what was taught with partial success.		
3.0	<p>The student will: 2.1.1 Perform locomotor skills proficiently and in combinations with developmentally appropriate challenges. EXAMPLE(S): Demonstrate locomotor movement in basic combinations of skill development practice/activities and physical fitness activities/games (e.g., run and leap over a series of obstacles; hop and jump a pattern on a floor ladder; walk and skip in a dance).</p> <p>I can perform locomotor skills with obstacles and/or challenges.</p>	<p>run and leap over obstacles hop and jump a pattern walk and skip in a dance</p>	CFA Rubric
2.5	No major errors or omissions regarding 2.0 content and partial knowledge of the 3.0 content.		
2.0	<p>Prerequisites: Students will</p> <ul style="list-style-type: none"> Recognize or recall terminology such as: locomotor skill, obstacle, challenge Perform basic processes, such as: <ul style="list-style-type: none"> Repeat skills such as: run, leap, hop, jump, walk, and skip without obstacles. <p>I can repeat locomotor skills.</p>	<p>Mirror Mirror run, leap, hop, jump, walk, and/or skip in a straight line</p>	CFA Rubric
1.5	Partial knowledge of the 2.0 content, but major errors or omissions regarding the 3.0 content.		

1.0	With help, a partial understanding of some of the simpler details and processes and some of the more complex ideas and processes.		
0.5	With help, a partial understanding of the 2.0 content, but not the 3.0 content.		
0.0	Even with help, no understanding or skill demonstrated.		