


1. What standards/outcomes is your class striving to achieve?



2. Which PE units will achieve those standards/outcomes?



3. What are the student learning outcomes needed to meet each standard?



4. What tasks will help students meet the student learning outcomes?



5. How will you assess whether your students met the learning outcomes?

What standards/outcomes is your class striving to achieve?

- **1.3 Demonstrate basic offensive and defensive skills and strategies in team physical activities. (Used for Example)**
- 1.4 Apply locomotor, nonlocomotor, and manipulative skills to team physical activities.
- 2.2 Explain the rotation principles used in performing various manipulative skills.
- 2.4 Identify the characteristics of a highly skilled performance for the purpose of improving one's own performance.
- 3.4 Participate in moderate to vigorous physical activity a minimum of four days each week.
- 4.5 Explain the effects of nutrition and participation in physical activity on weight control, self-concept, and physical performance.
- 5.1 Abide by the decisions of the officials, accept the outcome of the game, and show appreciation toward participants.
- 5.5 Accept the roles of group members within the structure of a game or activity.

Which PE units will achieve those standards/outcomes?

- Team activity
- Uses Officials
- Different roles for players
- Locomotor, non-locomotor, and manipulative skills
- Offensive/defensive skills and strategies
- Biomechanical principle of rotation
- Moderate to vigorous intensity
- Ultimate (Frisbee)**

What are the student learning outcomes needed to meet each standard?

- **Example - 1.3 Demonstrate basic offensive and defensive skills and strategies in team physical activities.**
- What offensive skills are used in Ultimate?
- What defensive skills are used in Ultimate?
- What offensive strategies are used in Ultimate?
- What defensive strategies are used in Ultimate?

What tasks will help students meet the learning outcomes?

- **Example - What offensive strategies are used in Ultimate?**
 - Introduce students to various strategies.
 - Students practice strategies with team and then in gameplay.
 - Students analyze gameplay.
 - Students reflect after gameplay and refine strategies for their team.
 - Students practice refined strategies with team and then in gameplay.

How will you assess whether your students met the learning outcomes?

- Decide which learning objectives you will assess (not all need to be).
- Create assessments for those learning objectives.
- Decide which assessments will be used for grading and, more importantly, which ones are used for individual student improvement?
- Decide how much “weight” will be given to each assessment that will be used for grading.