

NJDOE MODEL CURRICULUM

CONTENT AREA: Physical Education	GRADE: 3-5	UNIT #: IV	UNIT NAME: Movement Education- Locomotor/Nonlocomotor Skills
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#	STUDENT LEARNING OBJECTIVES	CORRESPONDING NJCCCS
1	Demonstrate controlled static balances in a variety of shapes and levels (stretching, yoga), including upright and inverted positions, using different body parts. 3	(2.5.4.A.1, 2.5.4.A.2)
2	Demonstrate fluid controlled movements involving weight transfer in upright, inverted, and horizontal support positions. 4	(2.5.4.A.1, 2.5.4.A.2)
3	Demonstrate a variety of rolls (front roll, log roll) with control while moving in different shapes, directions, and speeds. 3	(2.5.4.A.1, 2.5.4.A.2, 2.5.4.A.4)
4	Demonstrate a variety of ways to move in the air and land with control. (i.e. jumping, leaping, vaulting) 4	(2.5.4.A.1, 2.5.4.A.2, 2.5.4.A.4,)
5	Perform a self-designed gymnastics/movement sequence with the following 7 components: (1)A starting shape, (2) roll, (3) transfer of weight from feet to hands, (4) a balance, (5) leap or jump, (6) turn, and (7) ending shape. 5	(2.5.6.A.2)

Code #	NJCCCS
2.5- Motor Skill Development	
A. Movement Skills and Concepts	4 Understanding of fundamental concepts related to effective execution of actions provides the foundation for participation in games, sports, dance, and recreational activities. 4 Ongoing feedback impacts improvement and effectiveness of movement actions.

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	<p>2.5.4.A.1 Explain and perform essential elements of movement skills in both isolated settings (i.e., skill practice) and applied settings (i.e., games, sports, dance, and recreational activities).</p> <p>2.5.4.A.2 Use body management skills and demonstrate control when moving in relation to others, objects, and boundaries in personal and general space.</p> <p>2.5.4.A.4 Correct movement errors in response to feedback and explain how the change improves performance.</p>
	6 Understanding of fundamental concepts related to effective execution of actions provides the foundation for participation in games, sports, dance, and recreational activities.
	2.5.6.A.2 Explain concepts of force and motion and demonstrate control while modifying force, flow, time, space, and relationships in interactive dynamic environments.
C. Sportsmanship Rules, and Safety	6 Practicing appropriate and safe behaviors while participating in and viewing games, sports, and other competitive events contributes to enjoyment of the event.
	2.5.6.C.2 Apply rules and procedures for specific games, sports, and other competitive activities and describe how they enhance participation and safety.