

## NJDOE MODEL CURRICULUM

<b>CONTENT AREA: Physical Education</b>	<b>GRADE:9-12</b>	<b>UNIT #: II</b>	<b>UNIT NAME: Movement/Rhythm</b>
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#	STUDENT LEARNING OBJECTIVES	CORRESPONDING NJCCCS
<b>1</b>	Demonstrate and apply movement patterns from one game, sport, dance, or recreational activity to another. 9	(2.5.12.A.1)
<b>2</b>	Identify and demonstrate how force and motion (weight transfer, power, speed, agility, range of motion) impact the performance of planned movement patterns. 10	(2.5.12.A.2)
<b>3</b>	Identify and explain the influence of globalization and technology on games, sport, dance, and other movement patterns and predict its future impact (development of, participation, viewing). 11	(2.5.12.C.3)
<b>4</b>	Design and lead a rhythmic activity (time, space, force and flow) and critique the movement skill/performance discussing how each part can be made more interesting, creative, efficient and/or effective. 12	(2.5.12.A.3,2.5.12A.4)

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Code #	NJCCCS
2.5 Motor Skill Development	
A. Movement Skills and Concepts	<p>12 Movement skill performance is primarily impacted by the quality of instruction, practice, assessment, feedback, and effort.</p> <p>2.5.12.A.1 Explain and demonstrate ways to transfer <a href="#">movement skills</a> from one game, sport, dance, or recreational activity to another (e.g., striking skills from/to tennis, badminton, ping pong, racquetball).</p> <p>2.5.12.A.2 Analyze application of force and motion (weight transfer, power, speed, agility, range of motion) and modify movement to impact performance.</p> <p>2.5.12.A.3 Design and lead a rhythmic activity that includes variations in time, space, force, flow, and relationships (creative, cultural, social, and fitness dance).</p> <p>2.5.12.A.4 Critique a movement skill/performance and discuss how each part can be made more interesting, creative, efficient, and effective.</p>
C. Sportsmanship, Rules, and Safety	<p>12 Cultural practices regarding physical activity, sports, and games reflect a microcosm of society.</p> <p>2.5.12.C.3 Determine the current impact of globalization and technology on the development of, participation in, and viewing of games, sports, dance, and other movement activities, and predict future impact.</p>