# **Course Overview Phys Ed Grade 2**

Content Area: Course(s):

**Physical Education** 

PHYS ED-K

Time Period:

Length: **10 weeks** Status: **Published** 

Cover

#### EAST BRUNSWICK PUBLIC SCHOOLS

**East Brunswick New Jersey** 

## **Superintendent of Schools**

Dr. Victor P. Valeski

# **Physical Education**

**Second Grade** 

Course Number: 4712

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Course Adoption: 04/21/1986

Curriculum Adoption: 11/2/2017

Date of Last Revision Adoption: 9/1/2015

#### **Course Overview**

### 58032 Physical Education (grade 2)

Physical Education (grade 2) courses typically emphasize knowledge and skills that lead to health, enjoyment, and social development through physical activity. Course content may include activities that strengthen gross and fine motor skills, body awareness, safety, and the relationship between physical activity and health.

Specific content depends upon state standards for grade 2.

COURSE DESCRIPTION Physical Education in grade 2 places an emphasis on the development of basic body movement, gross locomotor skills and rhythmics. The course emphasizes students to develop skills in sportsmanship and fair play, fundamental skills and techniques along with good body mechanics. There is an introduction to physical fitness and the skill associated with it for future testing. During this course students are expected to demonstrate mastery/proficiency of all NJSLS CPI's from 2.1.2.A through 2.1.2 B, 2.1.2 D through 2.1.2 E, 2.2.4.A through 2.2.2.E, 2.5.2.A through 2.5.2.C and 2.6.A The course reinforces the learning of other Standards and CPI's already mastered and contributes to the development of mastery of other standards in the areas of Language Arts Literacy, Mathematics, Science and Technology Literacy.

#### **Textbooks and Other Resources**

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#### COURSE RESOURCES

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Various Equipment as it relates to various activities

Fitnessgram

#### **Standards**

MA.2.OA	Operations and Algebraic Thinking
MA.2.NBT.A.1	Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; e.g., 706 equals 7 hundreds, 0 tens, and 6 ones. Understand the following as special cases:
MA.2.NBT.A.2	Count within 1000; skip-count by 5s, 10s, and 100s.
MA.2.NBT.A.3	Read and write numbers to 1000 using base-ten numerals, number names, and expanded

form.

	1011111
MA.2.NBT.A.4	Compare two three-digit numbers based on meanings of the hundreds, tens, and ones digits, using >, =, and < symbols to record the results of comparisons.
HPE.2.1.2.A.1	Explain what being "well" means and identify self-care practices that support wellness.
HPE.2.1.2.A.2	Use correct terminology to identify body parts, and explain how body parts work together to support wellness.
HPE.2.1.2.B.1	Explain why some foods are healthier to eat than others.
HPE.2.1.2.B.2	Explain how foods on MyPlate differ in nutritional content and value.
HPE.2.1.2.B.3	Summarize information about food found on product labels.
HPE.2.2.2.B.1	Explain what a decision is and why it advantageous to think before acting.
HPE.2.2.2.B.2	Relate decision-making by self and others to one's health.
HPE.2.2.2.B.3	Determine ways parents, peers, technology, culture, and the media influence health decisions.
HPE.2.2.2.B.4	Select a personal health goal and explain why setting is important.
HPE.2.2.2.C.1	Explain the meaning of Character and how it is reflected in the thoughts, feelings, and actions of oneself and others.
HPE.2.2.2.C.2	Identify types of disabilities and demonstrate appropriate behavior when interacting with people with disabilities.
HPE.2.5.2.A.1	Explain and perform movement skills with developmentally appropriate control in isolated settings (i.e., skill practice) and applied settings (i.e., games, sports, dance, and recreational activities).
HPE.2.5.2.A.2	Demonstrate changes in time, force, and flow while moving in personal and general space at different levels, directions, ranges, and pathways.
HPE.2.5.2.A.3	Respond in movement to changes in tempo, beat, rhythm, or musical style.
HPE.2.5.2.A.4	Correct movement errors in response to feedback.
HPE.2.5.2.B.1	Differentiate when to use competitive and cooperative strategies in games, sports, and other movement activities.
HPE.2.5.2.B.2	Explain the difference between offense and defense.
HPE.2.5.2.B.3	Determine how attitude impacts physical performance.
HPE.2.5.2.B.4	Demonstrate strategies that enable team and group members to achieve goals.
HPE.2.5.2.C.1	Explain what it means to demonstrate good sportsmanship.
HPE.2.5.2.C.2	Demonstrate appropriate behaviors and safety rules and explain how they contribute to moving safely during basic activities.
HPE.2.6.2.A.1	Explain the role of regular physical activity in relation to personal health.
HPE.2.6.2.A.2	Explain what it means to be physically fit and engage in moderate to vigorous ageappropriate activities that promote fitness.
HPE.2.6.2.A.3	Develop a fitness goal and monitor progress towards achievement of the goal.
SCI.2-PS1	Matter and its Interactions
VPA.1.1.2.A.1	Identify the elements of dance in planned and improvised dance sequences.
VPA.1.1.2.A.2	Use improvisation to discover new movement to fulfill the intent of the choreography.
VPA.1.3.2.A.1	Create and perform planned and improvised movement sequences using the elements of dance, with and without musical accompaniment, to communicate meaning around a variety of themes.
VPA.1.3.2.A.2	Create and perform planned and improvised movement sequences, alone and in small

groups, with variations in tempo, meter, rhythm, spatial level (i.e., low, middle, and high),

and spatial pathway.

VPA.1.3.2.A.3 Define and maintain personal space, concentrate, and appropriately direct focus while

performing movement skills.

VPA.1.3.2.A.4 Create and perform original movement sequences alone and with a partner using

locomotor and non-locomotor movements at various levels in space.

# **Scope and Sequence**

# COURSE SCOPE AND SEQUENCE

Sequential Unit Description:	Associated CPI 's to be Achieved	Marking Period Guide	Other Pacing Guide Referen
2nd Grade	2.1.2.A.1 (M)	1 - 4	50 perio
	2.1.2.A.2 (M)		
Unit 1: Fitness and Skills	2.1.2.D.1 (M)		
Students will continue to develop the understanding and	2.2.2.A.1 (M)		
explanation of the importance of physical fitness as it relates to themselves. Students will continue to learn and demonstrate	2.2.2.B 1 (M)		
proper stretching and warm up exercises. Students will continu- to understand the benefits of aerobic and anaerobic exercises.	e 2.2.2.B 2 (M)		
Students will perform a variety of fitness activities and understand the physiological benefits of each.	2.2.2.C.1 (M)		
	2.2.2.C.2 (M)		
	2.5.2.A.1 (M)		
	2.5.2.A.2 (M)		
	2.5.2.A.3 (M)		
	2.5.2.A.4 (M)		
	2.5.2.C.1 (M)		
	2.5.2.C.2 (M)		
	2.6.2.A.1 (M)		
	2.6.2.A.2 (M)		
	2.6.2.A.3 (M)		
	1.1.2.A.1 (D)		

Unit 2: Movement Skills  Unit 2: Movement Skills  Students will continue their development of moving in general space in relation to time, music, while using various objects in relation to their bodies. Students will continue to understand the importance of teamwork, sportsmanship, fair play and interpersonal skills.  1. Gross Motor Movements  Students will continue to learn how to properly move their body. Proper mechanics of running, walking, jumping, hopping, skipping, leaping, galloping and sliding will be reinforced in isolated and applied settings. Students will continue to learn the concept of general and self-space and how to move in that setting. General safety rules and procedures will be practiced.  B. Striking  Students will continue to learn how to properly strike different objects with both short and long handed implements. Students will so continue to learn how to properly strike using various parts of their bodies to kick (foot) and volley (hand). A variety of individual skill practice and team game play will be used.  C. Throwing and Catching  Students will continue to learn the proper techniques for throwing and catching a ball, as well as bouncing and rolling. Students will perform this skill using different types of balls and objects. These skills will be used in a variety of Recreational and Cooperative games.  1.3.2.A.3 (D)  2.0A.2 (D)  2.NBT.4 (D)  5.2.2.E.1 (D)  5.2.2.E.2 (D)  2.NBT.4 (D)  5.2.2.E.2 (D)  2.NBT.4 (D)  5.2.2.E.2 (D)  2.NBT.4 (D)  5.2.2.E.2 (D)  2.NBT.4 (D)  5.2.2.E.1 (D)  5.2.2.E.2 (D)  2.NBT.4 (D)  5.2.2.E.2 (D)  2.NBT.4 (D)  5.2.2.E.1 (D)  5.2.2.E.2 (D)  2.NBT.4 (D)  5.2.2.E.1 (D)  5.2.2.E.2 (D)  2.NBT.4 (D)  5.2.2.E.1 (D)  5.2.2.E.2 (D)  2.NBT.4 (D)  5.2.2.E.2 (D)  2.NBT.4 (D)  5.2.2.E.1 (M)  2.1.2.A.1 (M)  2.2.2.A.1 (M)		112 4 2 (D)	
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objects with both short and long handed implements. Students will also continue to learn how to properly strike using various parts of their bodies to kick (foot) and volley (hand). A variety of individual skill practice and team game play will be used.  C. Throwing and Catching  Students will continue to learn the proper techniques for throwing and catching a ball, as well as bouncing and rolling. Students will perform this skill using different types of balls and objects. These skills will be used in a variety of Recreational and Cooperative games.  D. Dribbling  Students will continue to learn the concept of dribbling a ball in stationary and dynamic settings. A variety of individual skill			
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C. Throwing and Catching  Students will continue to learn the proper techniques for throwing and catching a ball, as well as bouncing and rolling.  Students will perform this skill using different types of balls and objects. These skills will be used in a variety of Recreational and Cooperative games.  2.2.2.A.1 (M)  2.2.2.B 1 (M)  2.2.2.B 2 (M)  2.2.2.C.1 (M)  2.2.2.C.2 (M)  2.2.2.C.2 (M)  2.5.2.A.1 (M)  2.5.2.A.1 (M)	will also continue to learn how to properly strike using various parts of their bodies to kick (foot) and volley (hand). A variety	2.1.2.A.1 (M)	
Students will continue to learn the proper techniques for throwing and catching a ball, as well as bouncing and rolling.  Students will perform this skill using different types of balls and objects. These skills will be used in a variety of Recreational and Cooperative games.  2.2.2.A.1 (M)  2.2.2.B 1 (M)  2.2.2.B 2 (M)  2.2.2.C.1 (M)  2.2.2.C.2 (M)  2.2.2.C.2 (M)  2.2.2.C.3 (M)  2.2.2.C.3 (M)  2.2.2.C.3 (M)	of individual skill practice and team game play will be used.	2.1.2.A.2 (M)	
throwing and catching a ball, as well as bouncing and rolling.  Students will perform this skill using different types of balls and objects. These skills will be used in a variety of Recreational and Cooperative games.  2.2.2.B 1 (M)  2.2.2.C.1 (M)  2.2.2.C.2 (M)  D. Dribbling  Students will continue to learn the concept of dribbling a ball in stationary and dynamic settings. A variety of individual skill	C. Throwing and Catching	2.1.2.D.1 (M)	
Students will perform this skill using different types of balls and objects. These skills will be used in a variety of Recreational and Cooperative games.  2.2.2.B 1 (M) 2.2.2.B 2 (M) 2.2.2.C.1 (M) 2.2.2.C.2 (M) 2.2.2.C.2 (M) 2.5.2.A.1 (M) Students will continue to learn the concept of dribbling a ball in stationary and dynamic settings. A variety of individual skill	Students will continue to learn the proper techniques for throwing and catching a ball, as well as bouncing and rolling.	2.2.2.A.1 (M)	
Recreational and Cooperative games.  2.2.2.B 2 (M) 2.2.2.C.1 (M) 2.2.2.C.2 (M)  D. Dribbling  Students will continue to learn the concept of dribbling a ball in stationary and dynamic settings. A variety of individual skill	Students will perform this skill using different types of balls	2.2.2.B 1 (M)	
D. Dribbling  2.2.2.C.2 (M)  2.5.2.A.1 (M)  Students will continue to learn the concept of dribbling a ball in stationary and dynamic settings. A variety of individual skill	Recreational and Cooperative games.	2.2.2.B 2 (M)	
D. Dribbling  2.2.2.C.2 (M)  2.5.2.A.1 (M)  Students will continue to learn the concept of dribbling a ball in stationary and dynamic settings. A variety of individual skill		2.2.2.C.1 (M)	
D. Dribbling  Students will continue to learn the concept of dribbling a ball in stationary and dynamic settings. A variety of individual skill  2.5.2.A.1 (M)		2.2.2.C.2 (M)	
Students will continue to learn the concept of dribbling a ball in 2.5.2.A.2 (M) stationary and dynamic settings. A variety of individual skill	D. Dribbling		
stationary and dynamic settings. A variety of individual skill			
2.5.2.A.3 (M)	Students will continue to learn the concept of dribbling a ball in stationary and dynamic settings. A variety of individual skill		
		[2.5.2.A.3 (M)	

practice and team game play will be used.	2.5.2.A.4 (M)	
	2.5.2.C.1 (M)	
	2.5.2.C.2 (M)	
	2.6.2.A.1 (M)	
E. Rhythmic Movement	2.6.2.A.2 (M)	
Students will continue to develop ways to move in response to	2.6.2.A.3 (M)	
time, space/shape, and energy. Students will perform such movements as bending, twisting, stretching, and swinging,	1.1.2.A.1 (D)	
jagged, sharp, smooth, bouncy, or jerky using various levels in space. Students will also use various sources of technology.	1.1.2.A.2 (D)	
Students will continue to explore personal space.	1.3.2.A.1 (D)	
	1.3.2.A.2 (D)	
	1.3.2.A.3 (D)	
	1.3.2.A.4 (D)	
	2.OA.2 (D)	
	2.NBT.1 (D)	
	2.NBT.2 (D)	
	2.NBT.3 (D)	
	2.NBT.4 (D)	
	5.2.2.E.1 (D)	
	5.2.2.E.2 (D)	

# **Grading and Evaluation Guidelines**GRADING PROCEDURES

Standard Base grading procedure

#### 4 standards

- 1) Effort/Work habits during Physical Education
- 2) Listens and responds effectively
  - RD= rarely demonstrates
  - ID= inconsistently demonstrates
  - UD= usually demonstrates
  - CD= consistently demonstrates
- 3) Applies wellness concepts
- 4) Applies safe, efficient, and effective motor skills and fitness concepts

#### **Other Details**

CONTENT FOCUS AREA AND COURSE NAME

# Grade 2 Physical Education

Course #	School #'s	Course Level	Grade(s)	Credits	Min. Per Week	Elective/Required	Initial Course Adopted
4712	AE	A	2		80	R	05/09/91

# PRIMARY CONTENT AREA AND SECONDARY AREAS OF FOCUS (P= Primary and S= Secondary)

NJSL Standard		NJSL Standard		NJSL Standard	
1. Visual and Performing	S	5. Science	S	9. Career Education and Consumer/	
Arts				Family/ Life Skills	
2. Health and Physical	P	6. Social Studies			
Education					
3. Language Arts Literacy		7. World Languages			
4. Mathematics	S	8. Technology			
		Literacy			