Unit 6 Aerobic/Anaerobic Activities

Content Area: Course(s): Time Period: Length: Status:	Physical Education and Health Physical Education/Health May 3 weeks Published	
Endurina	Understandings	
	anaerobic activities are different but equally important.	
Aerobic and	anaerobic activities recruit different primary body systems to do the work.	
Fitness can b	be achieved through many different activities.	
Essential		
What body s	systems are responsible for my performance in these activities?	
Why are bot	h important with regard to my level of fitness?	
What activities can I do to improve these two components of fitness?		
Skills		
Performance	e of various aerobic and anaerobic activities.	
Understanding the difference between the two types of fitness activities.		

Understanding which body system is primarily recruited to complete fitness tasks.

Standards

HPE.2.5.4	All students will utilize safe, efficient, and effective movement to develop and maintain a healthy, active lifestyle.
HPE.2.5.4.A	Movement Skills and Concepts
HPE.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).
HPE.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.
HPE.2.5.4.A.3	Explain and demonstrate movement sequences, individually and with others, in response to various tempos, rhythms, and musical styles.
HPE.2.6.4	All students will apply health-related and skill-related fitness concepts and skills to develop and maintain a healthy, active lifestyle.
HPE.2.6.4.A	Fitness and Physical Activity
HPE.2.6.4.A.2	Participate in moderate to vigorous age-appropriate activities that address each component of health-related and skill-related fitness.

Assessments

Demonstration of knowledge of the body systems and their role in performance of activities

Formative: Other Evidence: Other: Teacher Observation