

# Unit 10: Scooters

Content Area: **Physical Education**  
Course(s): **Physical Education**  
Time Period: **Week 26**  
Length: **3 Weeks**  
Status: **Published**

## Unit Overview

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During the scooter unit, all students will participate in a variety of tag games, team activities, and sports while using a scooter. Students will gain an understanding of the rules of various scooter activities, the muscles developed through scooter activities, and the skills and knowledge needed to safely use a scooter.

## Standards

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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.4	Correct movement errors in response to feedback.
HPE.2.5.2.A.CS1	Understanding of fundamental concepts related to effective execution of actions provides the foundation for participation in games, sports, dance, and recreational activities.
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.B.CS1	Teamwork consists of effective communication and other interactions between team members.
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.2.5.2.C.CS1	Practicing appropriate and safe behaviors while participating in and viewing games, sports, and other competitive events contributes to enjoyment of the event.
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 age-appropriate activities that promote fitness.
HPE.2.6.2.A.CS1	Appropriate types and amounts of physical activity enhance personal health.

## Essential Questions

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1. How can using a scooter help me become more physically fit?

2. Why is following safety rules important for scooter activities?

3. How can traditional sports be played while using a scooter?

## **Application of Knowledge and Skills...**

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### **Students will know that...**

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- 1. safety rules are critical when using scooters.
- 2. team work and team play can be used in scooter games.
- 3. physical fitness can be improved through scooter activities.

### **Students will be able to...**

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- A. Move in different directions and at different speeds on a scooter.
- B. Safely navigate a crowded area while riding a scooter.
- C. Participate in various scooter activities.
- D. Demonstrate the ability to follow directions and adhere to safety regulations relative to scooters.
- E. Work in large and in small groups while participating in scooter activities.
- F. Apply Scooter rules to traditional sport games.

## **Assessments**

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• The Rules of Scooters Pre-Assessment - Diagnostic: Instructional/Assessment Focus - Students will be assessed on their knowledge/skills regarding the proper way to use a scooter. 2.5.2.A.1 2.5.2.A.2 2.5.2.A.4 2.5.2.B.1 2.5.2.B.2 2.5.2.B.3 2.5.2.B.4 2.5.2.C.1 2.5.2.C.2 2.6.2.A.1 2.6.2.A.2

• Scooter Safety Use - Summative: Other visual assessments - Students will be assessed on the ability to follow directions, rules, and safety procedures during scooter activities. 2.5.2.A.1 2.5.2.A.2 2.5.2.B.1 2.5.2.B.2 2.5.2.C.2

## **Activities**

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- Scooter Tag Games: A variety of tag games, including Scooter Tag, Everybody's "It" Scooter Tag, Scooter Scramble, Scooter Octopus Tag, Scooter Knight Tag, and Scooter Reversal Tag.

- Scooter Obstacle course: students will maneuver using proper technique and skill.
- Scooter Games: Games will include Scooter Unscramble, Scooter Hockey, Scooter Coneball, and Scooter Minefield.

## **Activities to Differentiate Instruction**

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### **Differentiation for special education:**

- General modifications may include:
  - Modifications & accommodations as listed in the student's IEP
  - Assign a peer to help keep student on task
  - Modified or reduced assignments
  - Reduce length of assignment for different mode of delivery
  - Increase one-to-one time
  - Working contract between you and student at risk
  - Prioritize tasks
  - Think in concrete terms and provide hands-on-tasks
  - Position student near helping peer or have quick access to teacher
  - Anticipate where needs will be
  - Break tests down in smaller increments
- Content specific modifications may include:
- Students who have difficulty will focus on offense or defense during team games.

### **Differentiation for ELL's:**

- General modifications may include:
  - Integrate activities into thematic units
  - tap the student's prior knowledge and experience, which may be different from other students in the class
  - teach learning strategies and scaffold complex texts
  - organize students into a variety of learning groups
  - Collaboration with ELL Teacher
- Content specific vocabulary important for ELL students to understand include: scooter

### **Differentiation to extend learning for gifted students may include:**

- Students who excel will be encouraged to involve other students in gameplay.
- Students who are able will spend an equal amount of time on offense and defense.

## **Integrated/Cross-Disciplinary Instruction**

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Science connection: forces; strength of push affects distance traveled

## **Resources**

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- Pecentral.org
- Teachphysed.com
- Teacher-created handouts, activities, and worksheets
- Scooters
- Cones, markers, and gatorskin balls

## **21st Century Skills**

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CRP.K-12.CRP2.1	Career-ready individuals readily access and use the knowledge and skills acquired through experience and education to be more productive. They make connections between abstract concepts with real-world applications, and they make correct insights about when it is appropriate to apply the use of an academic skill in a workplace situation.
CRP.K-12.CRP3.1	Career-ready individuals understand the relationship between personal health, workplace performance and personal well-being; they act on that understanding to regularly practice healthy diet, exercise and mental health activities. Career-ready individuals also take regular action to contribute to their personal financial well-being, understanding that personal financial security provides the peace of mind required to contribute more fully to their own career success.
CRP.K-12.CRP4.1	Career-ready individuals communicate thoughts, ideas, and action plans with clarity, whether using written, verbal, and/or visual methods. They communicate in the workplace with clarity and purpose to make maximum use of their own and others' time. They are excellent writers; they master conventions, word choice, and organization, and use effective tone and presentation skills to articulate ideas. They are skilled at interacting with others; they are active listeners and speak clearly and with purpose. Career-ready individuals think about the audience for their communication and prepare accordingly to ensure the desired outcome.