

2.5.6.B.1, 2.5.6.B.2

SPARK

Performance Rubric

Dribbling

Scalar: 3 Demonstrates all 3 cues all the time with no mistakes.

Number of Components (5)

Number of Students

Class Total

Class Average

Number of Components (5)	5
Number of Students	25
Class Total	0
Class Average	0

Fifth Grade Assessment

2.5.6.B.1, 2.5.6.B.2

What are some strategies you can use to impact individual effectiveness during a game?

What are some strategies you can use to impact team effectiveness during a game?

Fifth Grade Assessment

2.5.6.C.3

Give an example of a game, sport, or dance, from a different country and explain how the rules might relate to its' origin.

2.6.6.A.2

Which of the following activities improve skill-related fitness. Circle all that apply.

Dribbling a basketball

Fielding a baseball

Figure skating

Which of the following activities improve health-related fitness. Circle all that apply.

Aerobic exercise

Going to the gym

Running on treadmill regularly

Performing on the balance beam