## MSAD #54 Curriculum

Content Area: Physical Education

Grade: 7-8 Unit: Gaming

## MLR Content Standard:

- G. <u>Movement/Motor Skills and Knowledge</u>: Students demonstrate the fundamental and specialized movement skills and apply principles of movement for improved performance.
- I. <u>Personal and Social Skills and Knowledge</u>: Students demonstrate and explain responsible personal behavior and responsible social behavior in physical activity settings.

## Performance Indicator:

- G1 Stability and Force
- I1 Cooperative Skills
- I2 Responsible Behavior
- I3 Safety Rules and Rules of Play

Performance	MSAD #54	Instructional Resources/

Descriptor(s)	Objectives	Activities/Assessments
Students:	Students will:	Activities will include:
Students.	Students will.	Activities will illefude.
G1 Students change their	Demonstrate an understanding of	Dance Dance Revolution
motion and the motion of	skills and rules needed to play the	Nintendo Wii Physical Activity Games
objects by applying the	game through participation.	Air Hockey
principles of stability and force	game amonga paraorpanom	Foosball
during skill practice.	Demonstrate sportsmanship and	Ping Pong
ranning same Parameter	work collaboratively with peers.	Hacky Sack
a. Demonstrate the principle of		Etc.
opposition.	Explain safety precautions and	
b. Demonstrate how the point of	why they are necessary in each	Assessment: Informal
contact changes the path of an	activity.	
object.		Instructional Resources:
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I1 Students demonstrate		Zakrajsek, D.B., PhD. Carnes L.A. Med
cooperative and inclusive skills		& Pettigrew Jr. F., PhD. (2003) Quality
while participating in physical		Lesson Plans for Secondary Physical
activities.		Education. Champaign, IL: Human
		Kinetics.
b. Respond appropriately to peer		
pressure.		Landy, J.M. & Landy, M.J. (1993)
c. Manage conflict.		Ready-to-Use P.E. Activities for Grades
d. Engage peers respectfully in		7-9. New York: Parker Publishing
activities.		Company
I2 Students demonstrate		Lumsden, K. (2001) P.E. Games &
responsible personal behaviors		Activities Kit for Grades 6-12. New
while participating in physical		Jersey; Parker Publishing Company.
activities.		0 1' P
12 C4141		Online Resources
I3 Students describe		
game/physical activity rules		
and safety rules and their		
purposes.		
a. Explain the purposes for		
modifying playing rules in		
specified situations.		
specified situations.		