

Grade K

Adopted 2016

Motor Skills

- 1. Hop (one foot), gallop, slide, skip** MS.1
 0. Performs locomotor skills while maintaining balance. MS.1.0

- 2. Jog, run** MS.2
 0. Jogs while maintaining balance. MS.2.0

- 3. Jump & land for distance (horizontal)** MS.3
 0. Jumps and lands with two feet while maintaining balance. MS.3.0

- 4. Jump & land for height (vertical)** MS.4
 0. Jumps and lands with two feet while maintaining balance. MS.4.0

- 5. Dance** MS.5
 0. Demonstrates beat awareness by moving to varying rhythms. MS.5.0

- 6. Balance** MS.6
 0. Maintains momentary stillness on various bases of support (body parts). MS.6.0

- 7. Weight Transfer & Rolling (OPTIONAL)** MS.7
 - a. Transfers weight from one body part to another. MS.7.0.A
 - b. Rolls sideways in a narrow (log) or curled (egg) body shape. MS.7.0.B

- 8. Combinations (optional)** MS.8
 0. Developmentally appropriate at grade 2 MS.8.0

- 9. Underhand Throw** MS.9
 - a. Tosses underhand to self. MS.9.0b Throws underhand in a forward direction. MS.9.0.A

- 10. Overhand Throw** MS.10
 0. Developmentally appropriate at grade 2. MS.10.0

- 11. Catching** MS.11
 0. Drops and catches a ball after one bounce. MS.11.0

12. Passing & Receiving with implements MS.12

- 0. Developmentally appropriate at grade 3 MS.12.0

13. Dribbling with hands MS.13

- 0. Dribbles in self-space using one or two hands. MS.13.0

14. Dribbling with feet MS.14

- 0. Dribbles (taps) a ball with feet sending ball forward. MS.14.0

15. Kicking (force or distance) MS.15

- 0. Kicks a stationary ball from a stationary position. MS.15.0

16. Passing & Receiving with feet MS.16

- 0. Developmentally appropriate at grade 2 MS.16.0

17. Striking with hand(s) MS.17

- 0. Strikes a lightweight object (eg. balloon, lightweight ball). MS.17.0

18. Striking, short implement MS.18

- 0. Strikes a lightweight object (balloon) with a paddle. MS.18.0

19. Striking, long implement MS.19

- 0. Developmentally appropriate at grade 2 MS.19.0

20. Jumping Rope MS.20

- 0. Jumps (at least one time) a long rope with teacher-assisted turning. MS.20.0

Movement Knowledge & Application (MKA)

1. Space Awareness (location) MKA.1

- a. Identifies self-space. MKA.1.0.A
- b. Moves in self-space. MKA.1.0.B

2. Space Awareness (pathways, levels, directions) MKA.2

- a. Identifies five directions of travel (forward, backward, sideways, up/down). MKA.2.0.A
- b. Travels in five directions (forward, backward, sideways, up/down). MKA.2.0.B

3. Effort: speed and force MKA.3

- a. Identifies fast and slow speeds. MKA.3.0.A
- b. Travels using fast and slow speeds. MKA.3.0.B

4. Relationships (body shapes, with objects, with people) MKA.4

- a. Identifies narrow, wide, curled, and twisted body shapes. MKA.4.0.A
 - b. Demonstrates narrow, wide, curled, and twisted body shapes. MKA.4.0.B
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5. Movement Principles (base of support, muscle tension, ready position) MKA.5

- a. Identifies bases of support (body parts). MKA.5.0.A
 - b. Demonstrates bases of support on a variety of body parts. MKA.5.0.B
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6. Performance Cues MKA.6

- 0. Recalls performance cues of locomotor and manipulative skills. MKA.6.0
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7. Simple Strategies MKA.7

- 0. Developmentally appropriate at grade 2 MKA.7.0
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Fitness & Physical Activity (FPA)

1. Health-related Fitness FPA.1

- 0. Recognizes that movement increases heart rate and breathing. FPA.1.0
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2. Physical Activity FPA.2

- 0. Identifies active-play opportunities outside physical education class. FPA.2.0
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Personal & Social Responsibility (PSR)

1. Personal Responsibility PSR.1

- 0. Follows directions with few prompts (e.g., safe behaviors, taking turns). PSR.1.0
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2. Feedback PSR.2

- 0. Actively listens to teacher feedback. PSR.2.0
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3. Working with others PSR.3

- 0. Shares equipment with others. PSR.3.0
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4. Procedures & Rules PSR.4

- 0. Recalls procedures and rules in the learning environment. PSR.4.0
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5. Safety PSR.5

- 0. Participates safely and uses equipment properly with few reminders. PSR.5.0
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Values Physical Activity (VPA)

1. Appreciation VPA.1

- 0. Recognizes and participates in physical activity for enjoyment. VPA.1.0
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2. Challenge VPA.2

- 0. Acknowledges some physical activities are challenging/difficult. VPA.2.0