

BRIDGETON PUBLIC SCHOOLS

3rd – 4th Grade

UNIT/PACING CHART

UNIT I: Movement Education/Rhythm

TIMELINE	NJCCCS	SKILLS/ CONTENT OBJECTIVES: Students will be able to:	TEACHER'S GUIDE/SUPPLEMENTAL MATERIALS	ASSESSMENTS
1	2.5.4.A.1 2.5.4 A.2 2.5.4.A.3 2.6.4.A.2	<p align="center"><i>Lesson 1: <u>Movement Safety</u></i></p> <p>Objective(s)SWBAT</p> <ul style="list-style-type: none"> • Demonstrate appropriate control when engaging in game, activity, or dance in various applied settings • Explain how executing essential elements of movement may affect one's personal health and fitness • Explain how basic movement and safety play a role in movement activity 	<ul style="list-style-type: none"> • CD player • CDs • Scarves • Poly Spots • Hula Hoops 	P.E. RUBRIC
2	2.5.4 A.1 2.5.4.A.3 2.5.6.A.1 2.6.2.A.1	<p align="center"><i>Lesson 2: <u>Levels/Directions/Ranges/Pathways</u></i></p> <p>Objective(s)SWBAT</p> <ul style="list-style-type: none"> • Demonstrate essential elements of movement while performing non locomotor (stretching, bending), locomotor (gallop, running) and manipulative skills (throwing and striking). 	<ul style="list-style-type: none"> • CD player • CDs • cones • poly spots • Hula Hoops • Tunnels • Hurdles • Scooters • Batons 	P.E. RUBRIC

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2	<p>2.5.4.A.1 2.5.4.A.2 2.5.4.A.3</p> <p>2.5.6.A.1 2.5.6.A.2</p>	<p><u>Lesson 3: Response to Tempo, Beat, Rhythm, and Musical Style</u></p> <p>Objective(s):SWBAT</p> <ul style="list-style-type: none"> • Combine accurate rhythm, coordination, and movement patterns while participating in games, activities, and dance • Create and demonstrate a rhythmic routine/dance of smooth flowing sequential movement patterns • Demonstrate a synchronized group rhythmic group activity/game that engages students in moderate to vigorous physical activity 	<ul style="list-style-type: none"> • CD Players • CDs • Ipod • Cones • Hula Hoops • Poly Spots 	P.E. RUBRIC
1-2	<p>2.5.4.A.1 2.5.4.A.3 2.5.4.A.4</p> <p>2.5.6.A.1</p>	<p><u>Lesson 4: Review Locomotor / Non Locomotor Skills</u></p> <p>Objective(s):SWBAT</p> <ul style="list-style-type: none"> • Demonstrate essential elements of movement while performing non locomotor (stretching, bending),locomotor (gallop,running) and manipulative skills (throwing and striking). • Explain how the correction of movement errors in response to teacher/peers feedback will improve movement in game, activity, or dance 	<ul style="list-style-type: none"> • Cones • Scooters • Jump Ropes • Mats • Tunnels • Hurdles • Hula Hoops 	P.E. RUBRIC

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