

Morgan County Primary School  
K-2

- 754 students
- 8 classes per day
- 2-3 classes per period
- 40-65 students per PE class

What's Important?

- Routines – numbered seating
- Procedures – activity stations; wristbands for dividing students
- Clear expectations
- Keep them moving
- FUN!!!

Rules and Consequences

Behavior Expectations

- time out signs
- posted rules
- posted consequences

### Problem Solving

- **Work it out Table**

Space Awareness Skills

- Self Space
- General Space
- Movement Levels
- Pathways
- Extensions
- Directions
- Relationships

## Creating the Learning Environment

Grade	<b>K-2nd</b>	Unit	Rules/Procedures/Space	Prepared
Level:		Focus:	Concepts	By:

### Overview & Purpose

- **To establish basic gym rules and procedures with an emphasis on movement safety concepts.**

### Performance Standards Addressed

- **PE – K.2.1, K.8.1, K.8.2, 1.81, 1.2.1, 2.2.1, 2.81,**

<p><u>Learning Outcomes</u></p> <ul style="list-style-type: none"> <li>➤ The students will understand the rules and procedures involved in P. E.</li> <li>➤ The students will understand and demonstrate proper and safe movement in space throughout the gym</li> <li>➤ The students will understand the concepts of border and parameter</li> <li>➤ The students will participate in several low organized games geared towards safe movement in space and socialization</li> </ul>	<p><u>Instructional Activities/ /Episodes</u></p> <p>Concepts/Ideas</p> <ol style="list-style-type: none"> <li>1. Moving to the music</li> <li>2. Starting/stopping to the music</li> <li>3. locomotor movements/non locomotor movements</li> <li>4. partner shapes</li> <li>5. mirroring</li> <li>6. levels/pathways/directions</li> </ol> <p><u>Movement/Skill</u></p> <ol style="list-style-type: none"> <li>1. <b>Teacher/Student Intro</b></li> <li>2. <b>Students given their own numbered seat on a black square</b></li> <li>3. <b>What is P. E.?</b></li> <li>4. <b>Rules of the Gym</b></li> <li>5. <b>Movement in open space</b></li> <li>6. <b>What is P. E.?</b></li> <li>7. <b>Outline of Yearly P. E./Schedules</b></li> <li>8. <b>Borders and parameters</b></li> <li>9. <b>Open Space concept – Personal Space</b></li> <li>10. <b>Find Personal Space</b></li> <li>11. <b>Moving in general space</b></li> </ol>	<p><u>Materials /Resources</u></p> <ul style="list-style-type: none"> <li>➤ <b>Lines</b></li> <li>➤ <b>Music</b></li> <li>➤ <b>Whistle</b></li> <li>➤ <b>PE numbers marked on floor</b></li> </ul> <p><u>Safety</u></p> <ul style="list-style-type: none"> <li>➤ <b>Movement in spaced areas</b></li> </ul>
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<u>Games/Closure</u>		<u>Essential Questions</u> <ul style="list-style-type: none"> <li>➤ <b>What is P. E.?</b></li> <li>➤ <b>How can I travel safely around the gym?</b></li> <li>➤ <b>What rules are important in P.E.?</b></li> </ul>
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**Marble Mania – Going for Gold**

<b>Grade Level:</b>	<b>K-2</b>	<b>Unit Focus:</b>	Movement Competencies/Concepts	<b>Prepared By:</b>	<b>Kelly Brown/Pam Cureton</b>
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<p style="text-align: center;"><u>Overview &amp; Purpose</u></p> <ul style="list-style-type: none"> <li>➤ <b>Working with others toward a common goal</b></li> <li>➤ <b>Refinement of locomotor movements</b></li> <li>➤ <b>Refining space awareness skills</b></li> </ul>	
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<p><b>Goals for Game</b></p> <ul style="list-style-type: none"> <li>○ Students are trying to reach a bronze, silver or gold level (marked on the marble container)</li> <li>● Each class is working to get to a level of marbles higher than their previous attempt.</li> </ul>	<p><b><u>Game Instructions: (see attached layout)</u></b></p> <ul style="list-style-type: none"> <li>○ Students move around to each station activity alone or with a friend</li> <li>○ Perform each activity the number of times indicated at the station</li> <li>○ After each activity is completed, student goes to the marble box and chooses “1” marble, takes it to the team bucket and drops it in</li> <li>○ Continue to move to each activity, complete and place 1 marble in the bucket per activity completed.</li> </ul> <p><b><u>Activity Stations</u></b></p> <ul style="list-style-type: none"> <li>● <u>Box Jumping</u> – students choose a pattern card out of the pile Hop, jump or leap the pattern on the card following the number order. After each pattern card completed, add a marble to the bucket</li> <li>● <u>Fitness Craze</u> – poly spots (or carpets) with different exercises for students to perform. Students get one marble for EACH exercise they complete</li> </ul>	<p><b><u>Materials /Resources</u></b></p> <ul style="list-style-type: none"> <li>➤ <b>Shark poly spots</b></li> <li>➤ <b>2 jump ropes</b></li> <li>➤ <b>Spinning cards</b></li> <li>➤ <b>Exercise poly spots</b></li> <li>➤ <b>Marbles</b></li> <li>➤ <b>Box and bucket for marbles</b></li> <li>➤ <b>2 hippity hops</b></li> <li>➤ <b>Locomotor movement signs</b></li> <li>➤ <b>Marking cones</b></li> <li>➤ <b>Use whatever activities you have equipment or use some of our ideas</b></li> </ul> <p><b><u>Safety</u></b></p> <ul style="list-style-type: none"> <li>➤</li> </ul>
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	<ul style="list-style-type: none"> <li>• <u>Ring around the Rosie</u> – Students must get one or more friends to complete this activity. All students who complete the singing and the ringing may get a marble for the bucket</li> <li>• <u>Ski Jumps</u> - students ski jump side to side down the line and then back up. Only one student on each line at a time. One marble earned for each line jumped.</li> <li>• <u>Ocean Jumping</u> - students earn one marble each time they jump from shark to shark across the entire ocean</li> <li>• <u>Hippity Hopping</u> – students must hop on the hippity hop around the path back to the beginning to earn one marble.</li> <li>• <u>Jump Rope</u> – students must jump rope at least 5 jumps (K), 15 (1<sup>st</sup> and 2<sup>nd</sup>) to earn one marble</li> <li>• <u>Noodle Frenzy</u> – students may choose to “pretend to be” some sort of animal or object to earn one marble for the bucket</li> <li>• <u>Spin Crazy</u> – students follow directions on the cards and spin around in a circle by themselves. (bottom, tummy, one foot, etc)</li> </ul>	
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Activity Name: What if...

**PE Concept:** space awareness, locomotor movements, creativity, exploration

**Activity Instructions:**

- Students are scattered in the gym in their self space.
- Students move when the music is on – stop when the music is off
- Ask student to pretend to be lots of different objects, animals, etc. (list is below).

**What if you...**

- were a worm on a hook
- snowman in the sun
- bacon in a pan
- popcorn
- ceiling fan – high/low
- tornado
- scared turtle
- army man
- leaf blowing in the wind
- robot
- vacuum cleaner
- had to wear your dad's shoes to school
- had to wear your mom's Sunday school schools
- were a swing
- were a jack in the box
- you had springs on your shoes
- hummingbird
- towel in the dryer
- log in the river
- rice krispies in milk
- the floor was covered in tacks and you're barefoot
- were a magnet
- your feet were covered in glue
- were walking your dog and he saw a cat

**USE YOUR IMAGINATION AND ADD YOUR OWN TO THE LIST!!! IF YOU HAVE SOME GOOD ONES SEND THEM TO ME!**