

School District of Marshfield Course Syllabus

Course Name: Physical Education Grade(s): 7-8 Length of Course: Semester Credit: 1/2 Credit

Program Goal:

The School District of Marshfield Physical Education Program will prepare and motivate the learner to make lifelong health and physical fitness decisions, as demonstrated by the ability to plan and implement different types of personal fitness programs; demonstrate competency in lifetime activities; describe key concepts associated with successful participation in physical activity; model responsible behavior while engaged in physical activity; and engage in physical activities that encourages development and wellness of body, mind and spirit.

Course Description:

The middle school physical education program strives to develop students' personal fitness and skill-related abilities. The program reinforces students' understanding and application of fitness concepts and motor skills through a variety of movement forms and sports. We aim to develop students' personal and social responsibility, self-management skills and ability to make good decisions. The overall goal of the middle school program is to provide students with a broad range of choices to live a physically active lifestyle.

National SHAPE Standards for Physical Education – Grade 7 Outcomes

Standard 1: The physically literate individual demonstrates competency in a variety of motor skills and movement patterns.

	Grade 7 Outcomes		
Dance & Rhythms S1.M1	S1.M1.7: Demonstrates correct rhythm and pattern for a different dance form among folk, social, creative, line and world dance.		
Games & Sports: Invasion and Field Games S1.M3 (Catching)	S1.M3.7: Catches with a mature pattern from a variety of trajectories using different objects in small-sided game play.		
Games & Sports: Invasion Games S1.M4 (Passing & Receiving)	S1.M4.7: Passes and receives with feet in combination with locomotor patterns of running and change of direction and speed with competency in invasion games such as soccer or speedball.		
Games & Sports: Invasion Games S1.M11 (Defensive skills)	S1.M11.7: Slides in all directions while on defense without crossing feet.		
Games & Sports: Net/Wall Games S1.M12 (Serving)	S1.M12.7: Executes consistently (at least 70% of the time) a legal underhand serve to a predetermined target for net/wall games such as badminton, volleyball or pickleball.		
Games & Sports: Net/Wall Games S1.M17 (Two-hand volley)	S1.M17.7: Two-hand-volleys with control in a dynamic environment.		
Games & Sports: Target Games S1.M18 (Underhand throw)	S1.M18.7: Executes consistently (70% of the time) a mature underhand pattern for target games such as bowling, bocce, or horseshoes.		
Outdoor Pursuits S1.M22	S1.M22.7: Demonstrates correct technique for a variety of skills in 1 self-selected outdoor activity.		
Individual-Performance Activities S1.M24	S1.M24.7: Demonstrates correct technique for a variety of skills in 1 self-selected individual-performance activity.		
	Grade 8 Outcomes		
Dance & Rhythms S1.M1	S1.M1.8: Exhibits command of rhythm and timing by creating a movement sequence to music as an individual or in a group.		
Games & Sports: Invasion and Field Games S1.M2 (Throwing)	S1.M2.8: Throws a mature pattern for distance or power- appropriate to the activity during small-sided game play.		
Games & Sports: Invasion Games S1.M5 (Passing & receiving)	S1.M5.8: Throws a lead pass to a moving partner off a dribble o pass.		
Games & Sports: Invasion Games S1.M6 (Offensive skills)	S1.M6.8: Executes at least two of the following to create open space during modified game play: pivots, fakes, jab steps, screens.		
Games & Sports: Invasion Games S1.M8 (Dribbling/ball control)	S S1.M8.8: Dribbles with dominant and nondominant hands using a change of speed and direction in small-sided game play.		

Games & Sports: Invasion Games S1.M9 (Dribbling/ball control)	S1.M9.8: Foot-dribbles or dribbles with an implement with control, changing speed and direction during small-sided game play.
Games & Sports: Striking/Field Games S1.M20 (Striking)	S1.M20.8: Strikes a pitched ball with an implement for power to open space in a variety of small-sided games.
Games & Sports: Striking/Field Games S1.M21 (Catching)	S1.M21.8: Catches, using an implement, from different trajectories and speeds in a dynamic environment or modified game play.

Standard 2: The physically literate individual applies knowledge of concepts, principles, strategies and tactics related to movement and performance.

	Grade 7 Outcomes		
Games & Sports: Invasion Games S2.M2 (Creating space with offensive tactics)	S2.M2.7: Executes at least 2 of the following offensive tactics to create open space: uses a variety of passes, pivots and fakes;		
Games & Sports: Invasion Games S2.M3 (Creating space using width and length)	give & go. S2.M3.7: Creates open space by staying spread on offense, and cutting and passing quickly.		
Games & Sports: Invasion Games S2.M5 (Reduces space using denial)	S2.M5.7: Reduces open space by not allowing the catch (denial) or anticipating the speed of the object or person for the purpose of interception or deflection.		
Games & Sports: Invasion Games S2.M6 (Transitions)	S2.M6.7: Transitions from offense to defense or defense to offense by recovering quickly and communicating with teammates.		
Games & Sports: Net/Wall Games S2.M8 (Using tactics and shots)	S2.M8.7: Selects offensive shot based on opponent's location (hit where opponent is not).		
Games & Sports: Striking/Fielding Games S2.M11 (Reducing space)	S2.M11.7: Selects the correct defensive play based on the situation (e.g., number of outs).		
Outdoor Pursuits S2.M13 (Movement concepts)	S2.M13.7: Analyzes the situation and makes adjustments to ensure the safety of self and others.		
	Grade 8 Outcomes		
Games & Sports: Invasion Games S2.M3 (Creating space using width and length)	S2.M3.8: Creates open space by staying spread on offense, cutting and passing quickly, and using fakes off the ball.		
Games & Sports: Target Games S2.M9 (Shot selection)	S2.M9.8: Varies the speed, force and trajectory of the shot based on location of the object in relation to the target.		
Outdoor Pursuits S2.M13 (Movement concepts)	S2.M13.8: Implements safe protocols in self-selected outdoor activities.		
Standard 3: The physically literate individual demonstrates the knowledge and skills to achieve and maintain a health-enhancing level of physical activity and fitness.			
	Grade 7 Outcomes		
Engages in Physical Activity S3.M2	S3.M5.7: Participates in a physical activity twice a week outside of physical education class.		

Engages in Physical Activity S3.M5	S3.M5.7: Participates in a variety of lifetime dual and individual sports, martial arts or aquatic activities.		
Fitness Knowledge S3.M12	S3.M12.7: Designs a warm-up/cool-down regimen for a self-selected physical activity.		
Fitness Knowledge S3.M14	S3.M14.6: Identifies major muscles used in selected physical activities.		
Assessment & Program Planning S3.M15	S3.M15.7: Designs and implements a program of remediation for 2 areas of weakness based on the results of health-related fitness assessment.		
	Grade 8 Outcomes		
Physical Activity Knowledge S3.M1	S3.M1.8: Identifies the 5 components of health-related fitness (muscular strength, muscular endurance, flexibility, cardiovascular endurance, body composition) and explains the connections between fitness and overall physical and mental health.		
Engages in Physical Activity S3.M4	S3.M4.8: Plans and implements a program of cross-training to include aerobic, strength & endurance and flexibility training.		
Fitness Knowledge S3.M7	S3.M7.8: Compares and contrasts health-related fitness components.		
Fitness Knowledge S3.M8	S3.M8.8: Uses available technology to self-monitor quantity of exercise needed for a minimal health standard and/or optimal functioning based on current fitness level.		
Fitness Knowledge S3.M11	S3.M11.8: Uses the overload principle (FITT formula) in preparing a personal workout.		
Standard 4: The physically literate i respects self and others.	ndividual exhibits responsible personal and social behavior that		
	Grade 7 Outcomes		
Personal Responsibility S4.M1	S4.M1.7: Exhibits responsible social behaviors by cooperating with classmates, demonstrating inclusive behaviors and supporting classmates.		
Working with Others S4.M4	S4.M4.7: Demonstrates cooperation skills by establishing rules and guidelines for resolving conflicts.		
Rules & Etiquette S4.M6	S4.M6.7: Demonstrates knowledge of rules and etiquette by self-officiating modified physical activities and games or following parameters to create or modify a dance.		
Safety S4.M7	S4.M7.7: Independently uses physical activity and exercise equipment appropriately and safely.		
	Grade 8 Outcomes		
Accepting Feedback S4.M3	S4.M3.8: Provides encouragement and feedback to peers without prompting from the teacher.		
Working with Others S4.M5	S4.M5.8: Cooperates with multiple classmates on problem- solving initiatives including adventure activities, large-group initiatives and game play.		

Rules & Etiquette S4.M6	S4.M6.8: Applies rules and etiquette by acting as an official for modified physical activities and games and creating dance routines within a given set of parameters.
Safety S4.M7	S4.M7.8: Independently uses physical activity and exercise equipment appropriately, and identifies specific safety concerns associated with activity.

Standard 5: The physically literate individual recognizes the value of physical activity for health, enjoyment, challenge, self-expression and/or social interaction.

	Grade 7 Outcomes		
Health S5.M1	S5.M1.7: Identifies different types of physical activities and describes how each exerts a positive effect on health.		
Health S5.M2	S5.M2.7: Identifies positive mental and emotional aspects of participating in a variety of physical activities.		
Challenge S5.M2	S5.M3.7: Generates positive strategies such as offering suggestions or assistance, leading or following others and providing possible solutions when faced with a group challenge.		
Social Interaction S5.M6	S5.M6.7: Demonstrates the importance of social interaction by helping and encouraging others, avoiding trash talk and providing support to classmates.		
	Grade 8 Outcomes		
Health S5.M1	S5.M1.8: Identifies the 5 components of health-related fitness (muscular strength, muscular endurance, flexibility, cardiovascular endurance, body composition) and explains the connections between fitness and overall physical and mental health.		
Social Interaction S5.M6	S5.M6.8: Demonstrates respect for self by asking for help and helping others in various physical activities.		

Key Vocabulary:					
Aerobic Fitness	Endurance	Body Composition	Flexibility		
Muscular Endurance	Muscular Strength	Ready Position	Pacing		
MVPA (Moderate-to-	FITT Principle	Athletic Position	Offense vs. Defense		
Vigorous Physical	(Frequency, Intensity,				
Activity)	Time, Type)				
Repetition	Sets	Agility	Balance		
Coordination	Power	Reaction Time	Speed		
Rhythm	Belay	Archery	Stance		
Nock	Set Draw Hard	Pre-Draw	Draw		
Anchor	Aim	Release	Follow Through		

Topics/Content Outline- Units and Themes:

Semester 1:

- Outdoor Pursuits (Adventure Education, Team Building)
- Invasion Games (Soccer, Flag Football, Basketball, Ultimate Games)
- Net/Wall Games (Tennis, Pickleball, Volleyball, Badminton, NitroBall)
- Personal Fitness (Weight Training)
- Individual Performance (Dance, Archery)

Semester 2:

- Outdoor Pursuits (Adventure Education, Team Building)
- Invasion Games (Soccer, Flag Football, Basketball, Ultimate Games)
- Net/Wall Games (Tennis, Pickleball, Volleyball, Badminton)
- Personal Fitness (Weight Training)
- Individual Performance (Dance, Archery)

**Certain Units will alternate on every other year basis