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| <p>3</p>  <p>Movement</p> | <p>3</p>  <p>Movement</p> | <p>3</p>  <p>Movement</p> | <p>3</p>  <p>Movement</p> |
| <p><input type="checkbox"/> K.1.3.A.1 Show an understanding of how the movement patterns should be performed (e.g., opposite foot forward to throwing hand; two-foot take-off and landing in jumping...)</p> | <p><input type="checkbox"/> K.1.3.B.1 \Rightarrow K.1.2.B.1 Show an understanding that personal attitudes (e.g., willingness to try, level of involvement, desire to learn...) affect skill development and success</p> | <p><input type="checkbox"/> K.1.3.B.2 Recognize concepts relating to force (i.e., body alignment, application of force, addition of forces) in pulling, pushing, and carrying activities (e.g., carrying a mat together, rope-pulling...)</p> | <p><input type="checkbox"/> K.1.3.B.3a Design a movement sequence (e.g., run/jump/land/roll sequence...) incorporating directions, levels, pathways, and planes (e.g., creative gymnastics, hoop gymnastics...)</p> |
| <p>K A</p> | <p>K B</p> | <p>K B</p> | <p>K B</p> |

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| <p><input type="checkbox"/> K.1.3.B.3b Balance objects (e.g., bean bags, balls...) using different body parts (e.g., hands, shoulders, foot...) while travelling alone and/or in partner activities</p> | <p><input type="checkbox"/> K.1.3.B.3c Show an understanding of the qualities of speed (e.g., fast and slow...), force (e.g., strong and light...), and flow (e.g., free and bound...) in movement</p> | <p><input type="checkbox"/> K.1.3.B.3d Show an understanding for mirroring and matching movements with a partner in a stationary position and/or while moving (e.g., “follow the leader,”...)</p> | <p><input type="checkbox"/> K.1.3.C.1 Show an understanding of fundamental rules used in individual or partner games and activities (e.g., make up a game and share it with a partner...)</p> |
| <p>K B</p> | <p>K B</p> | <p>K B</p> | <p>K C</p> |

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| <p><input type="checkbox"/> K.1.3.C.2 Recognize movement vocabulary (e.g., hop, skip, spin, deke, dodge, counter-clockwise...) when following directions related to simple games and activities (e.g., obstacle courses...)</p> | <p><input type="checkbox"/> K.1.3.C.3 Recognize the basic concepts (e.g., invading, getting possession, keeping possession, scoring...) of simple territory/invasion games/activities</p> | <p><input type="checkbox"/> K.1.3.C.4 Demonstrate an understanding of how positive and negative social behaviours (e.g., sharing, showing respect, fairness, honesty, cheating, lying...) may affect the outcome of an activity</p> | <p><input type="checkbox"/> S.1.3.A.1 Demonstrate proficiency in basic transport skills (i.e., running, hopping, galloping, jumping, and skipping)</p> |
| <p>K C</p> | <p>K C</p> | <p>K C</p> | <p>S A</p> |

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| <p>3</p>  | <p>3</p>  | <p>3</p>  | <p>3</p>  |
| <p><input type="checkbox"/> S.1.3.A.2 Demonstrate competency in basic manipulation skills (i.e., rolling, underhand and overhand throwing, catching, bouncing, striking, kicking, dribbling a ball using feet)</p> | <p><input type="checkbox"/> S.1.3.A.3 Demonstrate competency in soft and balanced landings from developmentally appropriate heights (e.g., floor, bench, low beam, jumping box...)</p> | <p><input type="checkbox"/> S.1.3.B.1 ⇨ S.1.2.B.1 Use basic movement skills (e.g., hopping, rolling, underhand throwing...) and concepts (i.e., body and space awareness, relationships) in creating cooperative and/or low-competitive games with partners or in small groups (e.g., hopscotch, playing catch with a partner, simple target games...)</p> | <p><input type="checkbox"/> S.1.3.B.2 ⇨ S.1.2.B.2 Use basic movement skills (e.g., running, catching...) and concepts in cooperative and/or low-competitive group games (e.g., dodging activities, tag games...)</p> |
| <p>S</p> | <p>A</p> | <p>S</p> | <p>B</p> |

