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<p><input type="checkbox"/> K.1.4.A.1 Show an understanding of the main characteristics of the mature patterns of the basic movement skills from the three categories (i.e., transport, manipulation, and balance) in self and in others</p>	<p><input type="checkbox"/> K.1.4.B.1 Demonstrate an understanding that rate, method, and extent of learning movement skills are unique to each person (e.g., accept own and others' different developmental processes...)</p>	<p><input type="checkbox"/> K.1.4.B.2 Show an understanding of the concepts of force and motion (i.e., absorption of force) when receiving an object (i.e., “give” with the object to absorb the force in catching and receiving skills; use as many joints as possible over greatest range of movement possible)</p>	<p><input type="checkbox"/> K.1.4.B.3a Recognize the qualities of space awareness (i.e., levels, pathways, directions) in a variety of activities (e.g., tag game, obstacle course...)</p>
<p>K C</p>	<p>K C</p>	<p>K C</p>	<p>S A</p>

<p>4</p>  <p>Movement</p>	<p>4</p>  <p>Movement</p>	<p>4</p>  <p>Movement</p>	<p>4</p>  <p>Movement</p>
<p><input type="checkbox"/> K.1.4.B.3b Show different ways to propel or move(e.g., kick, strike, roll...) objects using different body parts (e.g., head, arms, hands, feet...)</p>	<p><input type="checkbox"/> K.1.4.B.3c Differentiate between qualities of effort (e.g., fast and slow, strong and light, free and bound...) in movement sequences performed by others</p>	<p><input type="checkbox"/> K.1.4.B.3d Identify characteristics (e.g., identical and contrasting movements and/or rhythms...) that enhance choreography of movement sequences with a partner and in small groups</p>	<p><input type="checkbox"/> K.1.4.C.1 Explain simple rules used in lead-up games and activities that are suitable for recess (e.g., four square, hopscotch, jump-rope activities, game of own design...)</p>
<p>S</p>	<p>A</p>	<p>S</p>	<p>B</p>

<p>4</p> 	<p>4</p> 	<p>4</p> 	<p>4</p> 
<p><input type="checkbox"/> K.1.4.C.2 ➔ 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.1.4.C.3 Recognize the basic concepts (e.g., accuracy, body positioning, object placement...) of simple net/wall and striking/fielding games/activities</p>	<p><input type="checkbox"/> K.1.4.C.4 Identify the five fair play ideals (i.e., respect for rules, officials, and opponents, self-control, equitable playing time)</p>	<p><input type="checkbox"/> S.1.4.A.1 Demonstrate proficiency in basic transport skills and other locomotor variations and extensions (e.g., slide, leap, grapevine...)</p>
<p>K C</p>	<p>K C</p>	<p>K C</p>	<p>S A</p>

<p>4</p>  <p>Movement</p>	<p>4</p>  <p>Movement</p>	<p>4</p>  <p>Movement</p>	<p>4</p>  <p>Movement</p>
<p><input type="checkbox"/> S.1.4.B.3 ➔ S.1.2.B.3 Set up and manage own games (e.g., skipping games, target games, hopscotch...)</p>	<p><input type="checkbox"/> S.1.4.C.1 Demonstrate functional use of basic movement skills (e.g., striking a ball with the hand and/or implement, balancing...) in outdoor activities on the school grounds and/or special events (e.g., four square ball, t-ball, skating, snowshoeing, tabloids, mini-olympics, multicultural games...)</p>	<p><input type="checkbox"/> S.1.4.D.1 Demonstrate functional use of basic rhythmic steps and patterns (e.g., grapevine, walk/turn, slide, stamp, run...) applying movement concepts alone and with others in a variety of rhythmic activities (e.g., multicultural activities to reflect different styles such as folk, country, novelty...)</p>	<p><input type="checkbox"/> S.1.4.D.2 Demonstrate functional use of basic movement skills using two or more gymnastic movement patterns in a gymnastic sequence/routine with small hand apparatus (e.g., hoops, scarves, ropes...), or on large apparatus (e.g., mats, balance beam...), alone or with others</p>
<p>K C</p>	<p>K C</p>	<p>K C</p>	<p>S A</p>