Z K.1.7.A.1 Recognize characteristics of selected movement skills and patterns (e.g., overhead throwing pattern) as applied in a variety of physical activities, including territory/invasion-type and striking/fielding-type activities (e.g., baseball, football, overhand volleyball serve)	7       K.1.7.B.1 Examine external factors         (i.e., cost, facility availability, practice opportunities outside school) that may affect movement skill development	7       ✓         □ K.1.7.B.2 Identify the biomechanical concepts for efficient movement (i.e., leverage) as it relates to striking activities (e.g., shorter radius of rotation reduces force, as in choking up on a bat)	<b>7</b> ✓         □ K.1.7.B.3 Analyze movement       Concepts (i.e., body awareness, space awareness, qualities of effort, relationships) as they apply to territory/invasion-type activities (e.g., offensive pass to an "open space") and striking/fielding-type activities (e.g., body position to catch fly ball or grounder in cricket)
K A	K B	K B	K B

T       K.1.7.C.1 Identify the importance of following rules (i.e., safety, control, fair play, inclusion, enjoyment, entertainment) of selected sports and games	<b>7</b> K.1.7.C.2 Show an understanding of the specific terminology associated with selected sports and games, including territory/invasion-type activities (e.g., lacrosse, soccer) and striking/fielding-type activities (e.g., baseball, cricket)	■ K.1.7.C.3 Determine basic offensive and defensive strategies (e.g., hitting to an open space, shuffle-step to maintain a guarding position) in games, including territory/invasion-type and striking/fielding-type activities	A structure of the structure of
KC	KC	KC	K C

Z Movement S.1.6.A.1 ⇒ S.1.7.A.1 Perform extensions and/or variations of transport skills (e.g., sprinting, jumping, springing, rotating), applying mechanical principles (e.g., speed is affected by the weight of body, range of motion, number of involved body segments, application of force) for speed, height, and/or distance	<b>7 S.1.7.A.2 Perform manipulation</b> <b>skills</b> (e.g., bouncing, rolling, striking), <b>applying mechanical principles</b> (e.g., length of lever, range of motion, number of body segments, application of force) <b>for consistency</b>	<b>7 S.1.7.A.3 Demonstrate balance</b> <b>abilities</b> (i.e., static, dynamic), <b>applying</b> <b>mechanical principles</b> (i.e., lower centre of gravity, increase base of support, keep line of centre of gravity within base of support) <b>for stability and strength in</b> <b>cooperative-type activities</b> (e.g., team- building activities, rescuing activities, pulling activities)	Z S.1.7.B.1 Apply functional use of selected and/or activity-specific movement skills (e.g., drop shot, high jumping, kicking) in a variety of individual/dual games/sports (e.g., badminton, track and field activities, kick- sack)
S A	S A	S A	S B

Z Movement □ S.1.7.B.2 Apply functional use of selected and/or activity-specific movement skills with a defensive and/or an offensive component (e.g., faking out an opponent, guarding, running for positioning to catch a ball, batting) in a variety of games/sports, including territory/invasion-type activities (e.g., basketball) and striking/fielding-type activities (e.g., cricket, softball)	Z Movement □ S.1.6.B.3 → S.1.7.B.3 Demonstrate the ability to work cooperatively/collaboratively in planning, organizing, and/or officiating physical activities	<b>7 S.1.7.C.1 Apply functional use of</b> <b>selected activity-specific skills</b> (e.g., care and carrying of equipment, compass and map reading, star turn, snowplough) <b>in</b> <b>alternative pursuits</b> (e.g., orienteering, hiking, skiing)	<b>7 Content</b> <b>Control State </b>
S B	S B	S C	S D

<b>7 S.1.7.D.2</b> Design and perform, with others, movement sequences that use movement concepts (e.g., leading, following) and selected activity-specific skills, using small or large apparatus (e.g., rhythmic sportive gymnastics, artistic gymnastics,	7 X	7 <sup>2</sup> Movement	7 <sup>2</sup>
stuntastics, educational gymnastics) <b>S</b>			