

**Grades K-5**  
**Behavior Expectations, Discipline Policy & Grading Policy**

*Often in Physical Education (PE) we share a space that is large and open which can be both positive and negative for learning. We all want to have fun and to feel safe, but in order for that to happen, we need to respect ourselves, each other, and the space that we use. When this respect is given, we can make sure that no one gets hurt and that our activity space is a positive learning environment. Let's work together to make sure that this is a positive, enriching year!*

**Behavior Expectations:**

1. Respect People and Property – i.e. no rough physical play, damage to property, no name calling or “put downs,” and no fighting
2. Use Appropriate Language and Voice Level – i.e. no insulting, teasing, swearing, talk of inappropriate subjects, or loud yelling
3. Ask Permission to Leave Group/Group Area – i.e. to use bathroom, to get water, stay with group when outside classroom
4. Be Responsible for Personal Things and Group Area – i.e. take all belongings with you when you leave, and help the group clean up at the end of activities
5. Listen Respectfully when Directions are Given – i.e. circle up when you hear the whistle, follow directions after the first time they're given, and quiet when someone else is talking
6. Ask for Time Out or Personal Time when Needed – i.e. talk with an adult if you are having a problem with another person or you need to take a break
7. Give New Activities and Ideas a Chance – i.e. always put forth your maximum effort

**Discipline Policy:**

*When problems arise in the classroom, these are the steps taken to maintain a positive learning environment.*

- Verbal Warning #1 – give clear and specific direction to student
- Verbal Warning #2 – reminder of specific expectation and behavior
- Time Out/Break – students will be asked to go to the “Chill Zone” to think about how they can have an easier time for the rest of the day and share their idea with the teacher.
- Sent out of Classroom and Call Home

**Grading Policy:**

Each student will be given a daily score, on a scale of 0-4, for each of the seven Behavior Expectations for a maximum score of 28 points per day. Points will be counted for each expectation at the end of the grading period. A grade will be given for each expectation based on the ratio of their score versus total points. (See attached Grading Rubric)

### **Grades K-5 Curriculum**

- **Tag Games** – Combination of various styles of tag which helps establish safety, personal space and boundaries, i.e. Sharks & Minnows and Freeze Tag
- **Disc Golf** – Students will learn how to throw a specialized Frisbee into targeted nets using different throwing techniques.
- **Sabaki Ball** – Students work as a team to pass a ball up the field to knock over the opposing team's pin.
- **Capture the Flag** – Students work as a team to successfully capture the opposing team's flag and safely bring it to their own side without being tagged.
- **Parachute** – Students work as a group to move the parachute in specific patterns, i.e. the wave, the pyramid, and the igloo.
- **Medic** – A variation of dodge ball in which there is a healer who is able to bring players back in the game that were tagged out. The game is over when the healer is out.
- **Relay Races** – Students will work together to quickly complete specific tasks that require them to move in different ways through a space, i.e. skipping, hurdling, and jump roping.
- **Snowshoeing** – A lifelong activity that students can use to stay active during the winter.
- **Dancing with Coordination** – A lifelong activity that students can use to stay active through music, rhythm and coordinated movements.
- **Gone Fishing Game** – A game focused on hand-eye coordination that involves students tossing toy fish into their teammate's fish net. Defensemen with foam hands make this a challenging feat!
- **Bin Ball** – A team sport that focuses on invading another team's side and placing balls in their goal without being tagged by an opponent.
- **Bowling** – A lifelong activity that requires a student to hit targeted pins with a ball.
- **Shuffle Board** – Students push a disc with a pole in hopes of landing the disc in specific zones that are worth a certain amount of points.
- **Olympics** – Students will be broken up into teams and given a country which will represent them by competing in various physical fitness activities, i.e. shot-put, discus, and 200 meter dash.