

**Mrs. Bass's Lesson Plans Date: August 24-28**

<b>Grade</b>	<b>SLE / OBJ.</b>	<b>Activity</b>	<b>DOK</b>
4th 8:35-9:35	PEL.2.4.2 - Demonstrate game strategies of chasing, fleeing, and evading PEL.3.4.7 - Recognize the benefits that proper flexibility has on the ability to perform various activities <i>-TLW practice underhand tossing while in a game situation.</i> <b>-Assessment: (Performance) Following game rules and execution of underhand tossing</b>	<b>Warm-Up: High Five Jive</b> D1: Cardio Cornhole - Locomotor Skills D2: Cardio Cornhole Tournament	<u>Level 1 – Recall</u> <u>Level 2 – Skill/Concept</u> <u>Level 3 – Strategic Thinking</u> Level 4 – Extended Thinking
3rd 9:35-10:35	PEL.1.3.2 - Practice locomotor movements in a variety of games PEL.3.3.7 - Perform a variety of flexibility exercises correctly <i>-TLW practice underhand tossing while in a game situation.</i> <b>-Assessment: (Performance) Following game rules and execution of underhand tossing</b>	<b>Warm-Up: High Five Jive</b> D1: Cardio Cornhole - Locomotor Skills D2: Cardio Cornhole Tournament	<u>Level 1 – Recall</u> <u>Level 2 – Skill/Concept</u> <u>Level 3 – Strategic Thinking</u> Level 4 – Extended Thinking
2nd 10:35-11:35	PEL.1.2.3 - Demonstrate a movement sequence combining locomotor and non-locomotor skills PEL.3.2.7 - Perform a proper stretch safely for a minimum of 10 to 20 seconds <i>-TLW practice tossing underhanded while playing a game.</i> <b>-Assessment: (Performance) Following game rules and execution of underhand tossing</b>	<b>Warm-Up: High Five Jive</b> D1: Cornhole - tossing different ways D2: Cardio Cornhole - keeping score	<u>Level 1 – Recall</u> <u>Level 2 – Skill/Concept</u> <u>Level 3 – Strategic Thinking</u> Level 4 – Extended Thinking
K / SC 12:10-1:10	PEL.1.K.5 - Perform locomotor movements: crawl, walk, jump, hop, gallop, skip, slide, leap, jog, run PEL.1.K.4 - Move appropriately in general space without falling down or bumping into others <i>-TLW learn the difference in basic locomotor skills through practice and game play.</i> <b>-Assessment: (Performance) Using correct form for each locomotor skill</b>	<b>Warm-Up: Airplanes</b> D1: Locomotor Skills: galloping, skipping, sliding - Practice D2: Locomotor Skills: hopping, jumping, leaping - Practice	<u>Level 1 – Recall</u> <u>Level 2 – Skill/Concept</u> Level 3 – Strategic Thinking Level 4 – Extended Thinking
1st 1:10-2:10	PEL.1.1.2 - Move in various directions and through various pathways in regard to other students and objects PEL.3.1.7 - Practice teacher-led stretching techniques appropriate to activity to improve range of motion <i>-TLW review the difference in basic locomotor skills through practice and game play.</i> <b>-Assessment: (Performance) Using correct form for each locomotor skill</b>	<b>Warm-Up: Airplanes</b> D1: Locomotor Skills: galloping, skipping, sliding - Practice D2: Locomotor Skills: hopping, jumping, leaping - Practice	<u>Level 1 – Recall</u> <u>Level 2 – Skill/Concept</u> Level 3 – Strategic Thinking Level 4 – Extended Thinking
Enrichment 2:10-3:10	Review playground rules and safe play		