

Name _____

Standard 5: Personal and Social Responsibility

My Beginning score _____ My goal is to be at score of _____ by _____

Specific actions I am going to take to improve my level of understanding/performance:

4											
3											
2											
1											
0											
	A	B	C	D	E	F	G	H	I	J	Summative Score

- | | |
|--------------------|---------------|
| A. Soccer | F. Badminton |
| B. Football | G. Pickleball |
| C. Volleyball | H. Softball |
| D. Basketball | I. Track |
| E. Weight Training | J. Lawn games |

4	In addition to score 3.0 performance, the student demonstrates advanced knowledge and tactics within the Unit and goes beyond the instructional applications.
3	The student will: Goal 5.1: Exhibit responsible and social behavior that respects self and others in physical activity settings.
2	The student will demonstrate and recognize some basic skills within the activity.
1	Attempted, but incorrect
0	No Evidence

Note: a score of .5 may be given when partial proficiency of next level is demonstrated

Objectives:

PE.5.1.1 Apply safe practices, ethical behavior, and positive forms of social interaction when participating in physical activities (e.g. participate within the rules of an activity, display good sportsmanship, practice self-control, etc.).

PE.5.1.2 Solve problems by analyzing potential consequences when confronted with a behavioral choice (e.g. resolve argument between peers, be sensitive of the rights and feelings of others, role play, case studies, etc.).

PE.5.1.3 Work independently and in groups to achieve goals in competitive and cooperative settings (e.g. identify ways to relieve stress, develop team goals, practice for competition, sport education, adventure activities, challenge activities, etc.).

PE.5.1.4 Appreciate others of diverse characteristics and backgrounds during physical activity (e.g. invite others with differences to participate in an activity, work cooperatively with peers of diverse skill levels, cultural activities/projects, peer mentoring, etc.).

