Dance and Dhythme	8.1.1.1	Invasion Comes	8.1.3.2
Dance and Rhythms	8.1.1.1	Invasion Games	
		Throw a lead pass to a moving p	
Demonstrate a movement sequence		dribble or pass in small-sided in	vasion
using correct rhythm and timing as an		games.	
individual or in a group.			
Invasion and Fielding & Strikir	ng Games	Invasion Games	8.1.3.3
	8.1.2.1		
		Execute at least two of the follo	wing skills
Throw for distance, accuracy	and speed	to create open space during small-sided	
appropriate to the activity du	ring	invasion games: pivots, fakes, ja	b step, give
invasion or fielding and strikir	ng small-	and go, and screens.	
sided games.	J		
Invasion and Fielding & Strikir	ng Games	Invasion Games	8.1.3.4
	8.1.2.2		0121011
	0.1.2.2	Dribble with preferred and non-	nreferred
Catch using an implement du	ring	hands using a change of speed a	-
invasion or fielding and strikir	•	direction in small-sided invasion games.	
	ig Siliali-	un ection in small-sided invasion	i gairies.
sided games.	0121	Invesion Comes	0125
Invasion Games	8.1.3.1	Invasion Games	8.1.3.5
Dono and manaires with as more			:
Pass and receive with competency using		Foot-dribble or dribble using an implement	
an implement in combination with		with control, changing speed and direction	
locomotor patterns of running and		in small-sided invasion games.	
change of direction and speed in small-			
sided invasion games. For exa	•		
hockey, field hockey, ice hock	æy,		
lacrosse (traditional or Ameri	can).		







Invasion Games	8.1.3.6	Net & Wall Games	8.1.4.3
Shoot on goal for accuracy, using a long-handled implement, in small-sided invasion games. For example: floor hockey, field hockey, ice hockey, lacrosse (traditional or American).		Demonstrate forehand and backhand strokes using a short- or long-handled implement for accuracy in small-sided net and wall games. For example: pickleball, tennis, badminton, paddleball.	
Invasion Games	8.1.3.7	Net & Wall Games	8.1.4.4
Drop-step in the direction of the pass during player-to-player defense in small-sided invasion games.		Forehand and backhand volley, with control, using a short-handled implement during small-sided net and wall games.	
Net & Wall Games	8.1.4.1	Net & Wall Games	8.1.4.5
Execute a legal underhand serve for distance and accuracy in net and wall games. For example: badminton, pickleball, volleyball.		Two-hand-volley (underhand and overhand) with control in a variety of small-sided net and wall games.	
Net & Wall Games	8.1.4.2	Target Games	8.1.5.1
Strike consistently using an overhand pattern for accuracy in small-sided net and wall games. For example: badminton, handball, tennis.		Execute consistently an underhand roll or toss with control in a target game. For example: bowling, bocce.	
Target Games	8.1.5.2	Individual Performance	8.1.8.1
Strike, using an implement and a stationary object for accuracy and distance in a variety of target games. For example: croquet, shuffleboard, golf.		Demonstrate correct technique for basic skills in at least two individual-performance activities.	







Fielding & Striking Games 8.1.6.1	
Strike a pitched ball, using an implement, to open space in a variety of small-sided fielding and striking games.	
Fielding & Striking Games 8.1.6.2	
Catch from different trajectories maintaining balance while transitioning to the next skill in small-sided fielding and striking games.	
Outdoor Pursuits 8.1.7.1	
Demonstrate correct technique for basic skills in at least two outdoor activities.	







**Invasion Games** 8.2.1.1 Net & Wall Games 8.2.2.1 Execute at least three of the following Create open space in net and wall game offensive tactics in invasion game practice practice tasks, with either a long- or tasks to create open space: move to short-handled implement, by varying create open space on and off the ball; use force and direction, and moving an a variety of passes, fakes, and pathways; opponent forward and back and from side to side. and give and go. **Invasion Games** 8.2.1.2 Net & Wall Games 8.2.2.2 Reduce open space on defense, in an Vary placement, force and timing of a invasion game practice task, by staying on return, in net and wall game practice the goal side of the offensive player and tasks to prevent anticipation by reducing the distance to him/her (thirdopponent. party perspective). **Invasion Games** 8.2.1.3 **Target Games** 8.2.3.1 Vary the speed, force and trajectory of Reduces open space, in an invasion game the shot based on the location of the practice task, by not allowing the catch (denial) and anticipating the speed of the object in relation to the target in smallobject or person for the purpose of sided target games. interception or deflection.







Invasion Games 8.2.1.4	Fielding & Striking Games 8.2.4.1
Transition from offense to defense, or defense to offense, in an invasion game practice task, by recovering quickly, communicating with teammates and capitalizing on the advantage.	Identify sacrifice situations and attempts to advance a teammate in small-sided fielding and striking games.
Fielding & Striking Games 8.2.4.2	
Reduce open spaces in the field by working with teammates to maximize coverage in small-sided fielding and striking games.	
Individual Performance 8.2.5.1	
Describe and apply mechanical advantage(s) for a variety of individual-performance activities.	
Outdoor Pursuits 8.2.6.1	
Describe basic and advanced skills and tactics needed for participation in two outdoor activities.	







Physical Activity Knowledge 8.	3.1.1	Fitness Knowledge	8.3.3.2
Analyze the impact a physically active lifestyle has on physical and mental health.		Apply appropriate stretching techniques for all major muscle groups.	
Engages in Physical Activity 8.	.3.2.1	Fitness Knowledge	8.3.3.3
Participate in a variety of self-selected aerobic-fitness activities using technology. For example: walking, jogging, biking, skating, dancing and swimming.		Apply the overload and specificity principles in preparing a personal workout.	
Engages in Physical Activity 8	.3.2.2	Fitness Knowledge	8.3.3.4
Participate in moderate to vigorous aerobic and/or muscle- and bone-strengthening physical activity for at least sixty minutes per day at least five days a week.		Design and implement a warm-up and cool down regimen for a self-selected physical activity.	
Fitness Knowledge 8	.3.3.1	Fitness Knowledge	8.3.3.5
Analyze a physical activity by identifying its skill-related components.		Predict and modify activities which influence the target heart rate to meet desired goal and outcomes.	







E'L K L . L		C1 8.4	0.2.6.4
Fitness Knowledge 8	3.3.3.6	Stress Management	8.3.6.1
Explain how body systems interact wone another during physical activity example: blood transports nutrients the digestive system and oxygen frorespiratory system during physical activity.	For from	Demonstrate several strategies for dealing with stress.	or
Assessment & Program Planning 8.	3.4.1	Nutrition	8.3.5.1
Use SMART goals, based on the result a health-related fitness assessment, design, implement, and modify a maintenance or remediation prograthree health-related fitness areas. For example: SMART goals are specific a strategic, measurable, attainable, rebased and time-based.	to m for or nd	Describe the relationship betwee nutrition and health risk factors.	n poor
Assessment & Program Planning 8.  Design and implement a program to improve one's physical activity level nutrition.			







Personal and Social Responsibility	Rules and Etiquette	8.4.4.1
8.4.1.1  Establish guidelines for resolving conflict and apply them to respond appropriately to classmates' ethical and unethical behavior during physical activity.	Monitor behaviors of self and othe to the rules and etiquette of physic activities.	_
Personal and Social Responsibility 8.4.1.2	Safety	8.4.5.1
Use effective self-monitoring skills to incorporate opportunities for physical activity in and outside of class.	Independently use physical activity fitness equipment appropriately, a specific safety concerns associated activity. For example: weight room equipment, cardiorespiratory equipment, fitness apps.	nd identify with the า
Feedback 8.4.2.1	Safety	8.4.5.2
Provide encouragement and constructive feedback to peers without prompting from the teacher.	Develop safety protocols for two o outdoor activities.	r more
Working with others 8.4.3.1		
Cooperate and problem-solve with classmates in large-group initiatives or game play.		







Health	8.5.1.1	Self-expression and enjoyment	8.5.3.2
Explain how the over-use of tech impacts health.	nology	Identify and participate in a physactivity that provides opportunit enjoyment and explain how it co to lifelong enjoyment.	ies for
Health	8.5.1.2		
Analyze participation in physical and determine the personal impa on one's physical, emotional, soc mental health.	ict it has		
Challenge	8.5.2.1		
Develop a plan of action and make appropriate decisions based on that plan when faced with an individual or group challenge.			
Self-expression and enjoyment	8.5.3.1		
Analyze how enjoyment could be increased in self-selected physica activities.			





