# **Appendix A**

**Course Description and Sample Evaluation** 

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## **Guiding Principles**

A student's evaluation reflects the extent to which curricular outcomes have been attained, and it is based on active engagement in various activities/experiences. The evaluation is personal and specific to the individual allowing the student an opportunity for personal success in P.E.

## Sample Evaluation Breakdown

All three domains are evaluated through participation in activities, games, and various movement experiences, either individually or with fellow students.

#### Moving and Doing

#### 50% (25% dedicated to health/fitness)

- Moving and Doing curriculum outcomes form the psychomotor elements of a student's evaluation. It
  is the actual active engagement in activities that is the main determinant of a student's success and the
  focus of this evaluative criterion.
- Fitness is demonstrated throughout all activities. Criteria include: student's demonstration of personal fitness, participation in a variety of "Fitness Pursuits," personal goal setting, and understanding of fitness components.
- Fitness appraisals may be chosen to fulfill the fitness requirements of the curriculum.
  - Fitness appraisals should be done with the utmost care and sensitivity.
  - The level of fitness (or score) students have achieved or gained in any particular fitness appraisal is not the determining factor or criteria for their overall evaluation.

## Understanding and Applying

25%

• Understanding and Applying curriculum outcomes form the cognitive elements of a student's evaluation. It is the knowledge acquired and applied through movement in a variety of activities, games, and pursuits that are the focus of this evaluative criterion..

# Cooperation and Responsibility

25%

• Cooperation and responsibility curriculum outcomes form the affective elements of a student's evaluation. It is the personal and social behaviours demonstrated by students during activities that are the focus of this evaluative criterion.

#### Sample Movement Themes and Requirements 3100

Movement Theme	Activities from each theme. Teachers should choose:	Approximate # of Classes
Fitness Pursuits	<ul> <li>Cardiovascular Activities</li> <li>Flexibility Activities</li> <li>Other Selections</li> <li>Note: Teachers and students should collaborate to provide a variety of activity choices.</li> </ul>	<ul> <li>6 one hour classes</li> <li>6 one hour classes</li> <li>6 one hour classes</li> <li>The total number of minutes not to exceed 1100.</li> </ul>
Innovative Games and Activities	<ul> <li>Target Games</li> <li>Other Selections</li> <li>Note: Teachers and students should collaborate to provide a variety of activity choices.</li> </ul>	<ul><li>6 one hour classes</li><li>12 one hour classes</li><li>The total number of minutes</li><li>not to exceed 1100.</li></ul>
Team/Group Games and Activities	<ul> <li>1 Leadership and         Cooperative Activity</li> <li>Other Selections         Note: Teachers and students should collaborate to provide a variety of activity choices.     </li> </ul>	<ul> <li>6 one hour classes</li> <li>12 one hour classes</li> <li>The total number of minutes not to exceed 1100.</li> </ul>

# Sample Movement Themes and Requirements 3101

Movement Theme	Activities from each theme. Teachers should choose:	Approximate # of Classes
Fitness Pursuits	<ul> <li>Muscular Fitness/Strength/Endurance</li> <li>Outdoor/Alternative Activities</li> <li>Other Selections</li> <li>Note: Teachers and students should collaborate to provide a variety of activity choices.</li> </ul>	<ul> <li>6 one hour classes</li> <li>6 one hour classes</li> <li>6 one hour classes</li> <li>The total number of minutes not to exceed 1100.</li> </ul>
Innovative Games and Activities	<ul> <li>Rhythmic Activities</li> <li>Other Selections</li> <li>Note: Teachers and students should collaborate to provide a variety of activity choices.</li> </ul>	<ul><li>6 one hour classes</li><li>12 one hour classes</li><li>The total number of minutes not to exceed 1100.</li></ul>
Team/Group Games and Activities	<ul> <li>Outdoor Adventure</li> <li>Other Selections         Note: Teachers and students should collaborate to provide a variety of activity choices.     </li> </ul>	<ul><li>6 one hour classes</li><li>12 one hour classes</li><li>The total number of minutes not to exceed 1100.</li></ul>