## **High Priority Proficiency Scales for:**

High School PE I - Standard 2

## Standard 2: *Applies knowledge of concepts, principles, strategies, and tactics related to movement and performance.*Code: 9.2.1.2

Benchmark: Use movement concepts and principles, (force, motion, rotation) to analyze and improve performance for a self-selected skill.			
	Proficiency Scale (The student will)	Practice Activities	
Score 4.0	In addition to Score 3.0, in-depth inferences and applications that go beyond what was taught.  For example, the student will:  Student has a thorough understanding of basic concepts, vocabulary and strategies.  Student can apply them in game or competitive situations.	Outdoor Pursuits Fitness Activities Dance and Rhythmic Activities Individual-performance Activities Games and sports Lifetime Activities	
	3.5: In addition to score 3.0 performance, in-depth inferences and applications of score 4.0 with partial success.		
Score 3.0	<ul> <li>Learning Goal - To use movement concepts and principles, (force, motion, rotation) to analyze and improve performance for a self-selected skill, the student will:         <ul> <li>Have a good understanding of basic concepts, vocabulary and strategies and can apply them in practice situations but has difficulty applying them in game or competitive situations.</li> </ul> </li> <li>The student exhibits no major errors or omissions.</li> </ul>	Movement Concepts, Principles and Knowledge	
	2.5:  No major errors or omissions regarding 2.0 content and partial knowledge of the 3.0 content.		
Score 2.0	The student exhibits no major errors or omissions regarding the 2.0 content, however the student exhibits major errors or omissions regarding the 3.0 content.  The student will recognize or recall simple vocabulary, such as:  • Force, rotation, motion, velocity, weak side defense, guarding position, open space.  The student will perform basic processes, such as:  • Student has a minimal understanding of basic concepts, vocabulary and strategies but has difficulty applying them in practice situations.		

	1.5: Partial knowledge of the 2.0 content, but major errors or omissions regarding the 3.0 content.	
Score 1.0	With help, a partial understanding of the 2.0 content and some of the 3.0 content.	
	0.5: With help, a partial understanding of the 2.0 content, but not the 3.0 content.	
Score 0.0	Even with help, no understanding or skill demonstrated.	