

High Priority Proficiency Scales for:

High School PE I - Standard 5

Standard 5: Recognize the value of physical activity for health, enjoyment, challenge, self-expression, and/or social interaction.		
Code: 9.5.3.1		
Benchmark 9.5.3.1: Select and participate in physical activities that meet the need for self-expression and enjoyment.		
	Proficiency Scale (The student will)	Practice Activities
Score 4.0	<p>In addition to Score 3.0, in-depth inferences and applications that go beyond what was taught.</p> <p>For example, the student will:</p> <ul style="list-style-type: none"> ● Create an activity that meets the needs for self-expression and enjoyment for self and others. 	<p>Outdoor Pursuits</p> <p>Fitness Activities</p> <p>Dance and Rhythmic Activities</p> <p>Individual-performance Activities</p> <p>Games and sports</p> <p>Lifetime Activities</p>
	<p>3.5:</p> <p>In addition to score 3.0 performance, in-depth inferences and applications of score 4.0 with partial success.</p>	
Score 3.0	<p><u>Learning Goal</u> - The student will select and participate in physical activities that meet the need for self-expression and enjoyment by:</p> <ul style="list-style-type: none"> ● Selecting and participating in an activity that they enjoy. <p>The student exhibits no major errors or omissions.</p>	<p>Activities that offer students the ability to recognize Self-Expression and Enjoyment in physical activity.</p>
	<p>2.5:</p> <p>No major errors or omissions regarding 2.0 content and partial knowledge of the 3.0 content.</p>	
Score 2.0	<p>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.</p> <p>The student will recognize or recall simple vocabulary, such as:</p> <ul style="list-style-type: none"> ● Challenge ● Self-expression ● Enjoyment ● Success ● Desire ● Sedentary 	

	<p>The student will perform basic processes, such as:</p> <ul style="list-style-type: none"> • When given choices, will choose an activity to participate in. • Chooses an activity but is not actively engaged. 	
	<p>1.5: Partial knowledge of the 2.0 content, but major errors or omissions regarding the 3.0 content.</p>	
<p>Score 1.0</p>	<p>With help, a partial understanding of the 2.0 content and some of the 3.0 content.</p>	
	<p>0.5: With help, a partial understanding of the 2.0 content, but not the 3.0 content.</p>	
<p>Score 0.0</p>	<p>Even with help, no understanding or skill demonstrated.</p>	