	Standard 1: Demonstrate competency in a variety of motor skills and movement patterns. Code: 9.1.1.1 and 9.1.1.2 Benchmark: Demonstrate competency and refine activity-specific movement skills in two of the following lifetime activity categories: individual performance activities, outdoor pursuits, net and wall games, or target games.	
	Proficiency Scale (The student will)	**Practice Activities**
Score 4.0	In addition to Score 3.0, a student demonstrates understanding and applies their knowledge / skills at a more complex cognitive level. For example, the student will: ● Show refined activity-specific movement skills in one or more of the following: outdoor pursuits, individual-performance activities, net/wall games, or target games.	● Student can perform the required and the advanced skills without assistance in a game, competitive setting.
	3.5: In addition to score 3.0 performance, in-depth inferences and applications of score 4.0 with partial success.	
Score 3.0	<u>Learning Goal</u> - To demonstrate competency and refine activity-specific movement skills in two of the following lifetime activity categories: individual performance activities, outdoor pursuits, net and wall games, or target games, the student will meet the listed requirements in a minimum of two areas: ● Demonstrate competency in activity-specific movement skills in outdoor pursuits. ● Demonstrate competency in activity-specific movement skills in individual performance activities. ● Demonstrate competency in activity-specific movement skills in net/wall games. The student exhibits no major errors or omissions.	● Student can perform the required skills and some advanced skills without assistance in isolation or in a practice setting.
	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.	● Student can perform basic skills without assistance in isolation or in a practice

	The student will recognize or recall simple vocabulary, such as: ● Self-Analysis ● Mastery ● Racket ● Paddle ● Birdie ● Pickleball ● Belay ● Harness ● Carabiner ● Double figure eight The student will perform basic processes, such as: ● Demonstrates occasional performance in activity-specific movement skills in outdoor pursuits. ● Demonstrates occasional performance in activity-specific movement skills in individual performance activities. ● Demonstrates occasional performance in activity-specific movement skills in net/wall games.	setting. ● Recognizes and recalls simple vocabulary.
	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.	● Minimal achievement with assistance from someone else.
	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.	