

## Grade Three Physical Education Record of Student Achievement

[illegible]

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Outcome 3.2 Active Living	Criteria for Achieving the Outcome (based on the indicators)												Notes
	Students	Explain how mov't helps to create solve , and perform confidently	Explain own initiative and commitment to staying active	Explain the importance of goal setting for participation in activity	Discuss benefits of participation in a variety of activities	Discuss general questions about physical activity and its role	Distinguish between job s with high or low levels of activity	Share family/community work stories requiring physical activity	Discuss ways to be phys. active when job does not require it	Share factors influencing self – confidence related to movement	Analyze created list of activities with self/others for well-being		

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Outcome 3.3 Locomotor Skills	Criteria for Achieving the Outcome (based on the indicators)													Notes
	Students	Use performance words to demonstrate understanding of movement	Say performance cues to safety and skillfully do backward roll	Jump backward for height, land in control, perform repeatedly	Jump and land in patterns of movement	Hop on one foot repeatedly and over a series of obstacles	Skip with partner and gallop in general space	Leap after running, land in control repeatedly, alternating feet	Slide step in both directions while mirroring partner	Transfer weight from 2 feet to 2 hands, land softly on feet	Straddle roll, standing roll, roll after jumping off raised object	Create and present a sequence of forward and sideways rolls	Avoid contact with others while moving	

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Outcome 3.6 Movement Variables Page 2 of 2	Criteria for Achieving the Outcome (based on the indicators)												Notes
	Create/perform sequence of min. 5 mov'ts while manipulating 1 obj.	Show und. of mirroring/ matching mov't-stationary& while moving	Move for sustained period of time (up to 7 min) in rhythmic activities	Perform simple rhythmic actions to songs using given criteria	Imitate/copy/shadow/mirror to form teacher selected dances	Create mov't patterns to rhythms in music from varied cultures	Move rhythmically to established dances of various cultures						
Students													



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Outcome 3.7 Strategies and skills	Criteria for Achieving the Outcome (based on the indicators)												Notes
	Students	Identify main idea of games & suggest how it affects strategies	Create team game with given criteria to be played by classmates	Identify and apply effective tactics to use in various games	Describe tactics & apply simple rules in low org. and co-op. games	Demo. controlled body mov't in chasing, fleeing, dodging activities	Choose proper mov't and correct application of performance cues	Demonstrate physically understanding of mov't vocab.	Follow teacher direction in applying co-op. team tactics	Practise skills and strategies used in alt. environment activities			

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Outcome 3.10 Relationships	Criteria for Achieving the Outcome (based on the indicators)												Notes
	Discusses effective ways to have positive interactions when active	Self-initiates ways to resolve conflict while participating	Role plays ways to resolve conflict	Includes all others in participating in movement activities	Engages positively with maximum effort	Listens to and uses the ideas of others	Creates & implements adaptations that support peers to play	Tells a story of a cultural movement experience	Uses language that is considerate of all others				
Students													