

Middle School Physical Education Throwing and Catching Theme Grades 6 – 8

Skill Theme: Sixth Grade Throwing and Catching

SHAPE Maryland Standards

Standard 1: Demonstrates competency in a variety of motor skills and movement patterns.

S1.G6.2 *Throwing*: Throws with a mature pattern for distance or power appropriate to the practice task.

S1.G6.3 *Catching*: Catches a variety of objects from different trajectories with a mature pattern in varying practice tasks.

S1.G6.4a *Passing & Receiving*: Passes and receives with hands while changing direction and speed with competency.

S1.G6.4b *Passing & Receiving*: Throws, while stationary, a leading pass to a moving receiver.

S1.G6.7 *Shooting on a Goal*: Shoots on goal with power in a dynamic environment as appropriate to the activity.

S1.G6.17 *Catching with Short or Long-Handled Implement*: Catches, with a mature pattern, from different trajectories, using a variety of objects in varying practice tasks while using an implement.

Standard 4: Exhibits responsible personal and social behavior that respects self and others.

S4.G6.2 *Accepting feedback*: Demonstrates self-responsibility by implementing specific corrective feedback to improve performance.

HCPS Sixth Grade Throwing and Catching Outcomes

- #15* - Performs catching a thrown object in a variety of tactical game situations (Psychomotor)
- #16* - Demonstrates mature throwing skills with modified games (Psychomotor)
- #17 - Evaluates throwing and catching skills using a self-assessment rubric (Cognitive)

*indicates required outcome for every other day students

Middle School Physical Education Throwing and Catching Theme Grades 6 – 8

Skill Theme: Seventh Grade Throwing and Catching

SHAPE Maryland Standards

Standard 1: Demonstrate competency in a variety of motor skills and movement patterns.

S1.G7.2 *Throwing:* Throws with a mature pattern for distance or power appropriate to the activity in a dynamic environment.

S1.G7.3 *Catching:* Catches a variety of objects from different trajectories with a mature pattern in small-sided game play.

S1.G7.4b *Passing & receiving:* Throws, while moving, a leading pass to a moving receiver.

S1.G7.7 *Shooting on goal:* Shoots on goal with power and accuracy in small-sided game play.

Standard 4: Exhibit responsible personal and social behavior that respects self and others.

S4.G7.2 *Accepting feedback:* Provides corrective feedback to a peer, using teacher generated guidelines, that incorporates appropriate tone and other communication skills.

HCPS Seventh Grade Throwing and Catching Outcomes

- #14* - Demonstrates mature throwing skills in order to throw accurately to a moving target within a small group (Psychomotor)
- #15* - Demonstrates mature catching skills by catching an object while moving (Psychomotor)
- #16 - Identifies and assesses throwing and catching skills using a rubric (Cognitive)

*indicates required outcome for every other day students

Middle School Physical Education Throwing and Catching Theme Grades 6 – 8

Skill Theme: Eighth Grade Throwing and Catching

SHAPE Maryland Standards

Standard 1: Demonstrates competency in a variety of motor skills and movement patterns.

S1.G8.3 *Catching:* Catches an object from different trajectories and speeds in a dynamic environment or modified game play.

S1.G8.4a *Passing & receiving:* Passes and receives with an implement while changing direction, speed, and/or level, with competency.

S1.G8.4b *Passing & receiving:* Throws a lead pass to a moving partner off a dribble or pass.

S1.G8.7 *Shooting on goal:* Shoots on goal with a long-handled implement for power and accuracy in modified invasion games.

S1.G8.17 *Catching with short or long handled implement:* Catches a variety of objects from different trajectories and speeds in a dynamic environment or modified game play while using an implement.

HCPS Eighth Grade Throwing and Catching Outcomes

- #13* - Applies proper catching techniques when moving to catch an object in front, behind, and to the side (Psychomotor)
- #14* - Displays mature throwing skills while throwing to a moving target within small groups/modified games. (Psychomotor)

*indicates required outcome for every other day students