## 8<sup>th</sup> Grade Proficiency Scales

	Strand: 1		
	Standard: Students will achieve a level of competency in motor skills and movement patterns		
	Level: 8th Grade		
Score 4.0	In addition to Score 3.0, in-depth inferences and applications that go beyond what was taught.	Sample Task  Fluidity of motor skills during activities which weren't taught or demonstrated in class.	
Score 3.0	<ul> <li>Demonstrate competency in a variety of movement forms and proficiency in some movement forms.</li> <li>Apply manipulative skills in a variety of individual, dual, and team sport-specific activities.</li> <li>Demonstrate weight transfer that is common for a variety of skills</li> <li>Perform manipulative skills while working individually.</li> <li>Combine manipulative skills while working with a partner or within a small group.</li> <li>Demonstrate body and target alignment that are common for a variety of skills.</li> <li>Demonstrate how opposition and follow-through are common for a variety of skills.</li> <li>Use correct technique in a variety of lead-up games.</li> <li>The student exhibits no major errors or omissions.</li> </ul>	<ul> <li>Transfers weight while throwing, kicking, batting, etc.</li> <li>Throws, kicks, and strikes a variety of objects, demonstrating both accuracy and force</li> <li>Can hit a ball and run to base, dribble and shoot a basketball while being guarded, catch and throw a Frisbee</li> <li>Can have proper body and target alignment while: receiving a serve, catching a ball, catching a Frisbee</li> <li>Can show how opposition and follow-through are common for: throwing, tennis serve, soccer kick, volleyball spike, basketball lay-up</li> <li>Correct motor skills used for correct game or activity being played</li> </ul>	
Score 2.0	There are no major errors or omissions regarding the simpler details and processes as the student:  vocabulary: body and target alignment, weight transfer, follow-through, movement forms,  I can  Perform manipulative skills Align body to target Follow-through during activites  However, the student exhibits major errors or omissions regarding the more complex ideas and processes.	<ul> <li>Throws, kicks, and bats but weight transfer doesn't occur</li> <li>Throws, kicks, and strikes a variety of objects, but lacks the demonstrating of both accuracy and force</li> <li>Hits a ball but doesn't run to a base</li> <li>Catches a ball but body out of proper alignment</li> <li>Serves in badminton but doesn't understand how its similar to underhand serve in volleyball</li> <li>Motor skills present in games and activities but not correct ones or used awkwardly</li> </ul>	
Score	With help, a partial understanding of some of the simpler details and processes and some of the		

1.0	more complex ideas and processes.	
Score	Even with help, no understanding or skill demonstrated.	
0.0		

	Strand: 2				
	Standard: Students will apply knowledge to attain efficient	movement and performance			
	Level: 8th Grade				
Score 4.0	In addition to Score 3.0, in-depth inferences and applications that go beyond what was taught.	Sample Task			
4.0		Movements aren't robotic, pre-planned; they happen effortlessly at the correct moments to allow teammate to receive a pass, juke a defender, or score a lay-up.			
Score 3.0	<ul> <li>The student: <ul> <li>Demonstrate through participation, ways to link and transfer basic manipulative skills and concepts to specialized sports' skills.</li> <li>Identify and demonstrate similarities and differences between motor skills.</li> <li>List goals and monitor changes in the development of movement skills to improve performance.</li> <li>In a game situation, move to open spaces to receive a pass while playing traditional or non-traditional sports or activities.</li> <li>Cover a specific area of the court or field while playing traditional or non-traditional sports or activities.</li> <li>Establish a ready position in preparation for skill performance.</li> <li>Strike or throw a ball to a specific target.</li> </ul> </li> <li>The student exhibits no major errors or omissions.</li> </ul>	<ul> <li>Demonstrate and identify similarities and differences in motor skills such as: the badminton smash and volleyball spike, drop kick in soccer and punt in football, etc.</li> <li>Can establish a ready position in preparation for skill performance such as: receiving a volleyball serve or ground ball in softball or lacrosse.</li> <li>Can play man to man defense in basketball</li> <li>Can legally get away from a defender to receive a soccer pass from a teammate</li> <li>Can show improvement in performance in motors skills by setting goals and charting them</li> </ul>			
Score 2.0	There are no major errors or omissions regarding the simpler details and processes as the student:  vocabulary: motor skills, game situation, non-traditional, specific area, ready position, skill performance, specific target	<ul> <li>Can smash a birdie, spike a volleyball, drop kick a soccer ball and punt a football, etc., but doesn't understand similarities and differences in the motor skills</li> <li>Can receive a volleyball serve, ground ball in softball but not in a position for skill performance</li> </ul>			
	<ul> <li>I can</li> <li>Strike or throw to a specific target</li> <li>In a ready position for skill performance</li> <li>Covering a specific area correctly</li> <li>Move to open spaces and receive a pass</li> <li>Demonstrate the proper motor skills for an activity</li> </ul>	<ul> <li>Stands on second base when playing second base on defense</li> <li>Easy to guard and score on</li> <li>Lists goals but improvement not evident</li> </ul>			
	However, the student exhibits major errors or omissions regarding the more complex ideas and processes.				
Score 1.0	With help, a partial understanding of some of the simpler details and processes and some of the more complex ideas and processes.				
Score 0.0	Even with help, no understanding or skill demonstrated.				

	Strand: 3	
	Standard: Students will understand the components necessary to maintain a hea	althy level of fitness to support physical activity.
	Level: 8th Grade	
Score	In addition to Score 3.0, in-depth inferences and applications that go beyond what was taught.	Sample Task
4.0		Participating in activities and meeting or beating the Presidential and FitnessGram Test result. Design a program to advance and meet your own fitness goals.
Score	The student:	Understand where they are on their fitness level
3.0	Assess personal level of fitness and maintain a basic exercise plan, including all components of health related fitness.  Person and implement a personal exercise plan based on fitness assessment results.	<ul> <li>Comparing them to the Presidential Standards and Fitnessgram Standards</li> <li>Evaluating their results and making goals for their next assessment</li> </ul>
	<ul> <li>Design and implement a personal exercise plan based on fitness assessment results.</li> <li>Change activities or alter game rules to enhance fitness benefits</li> </ul>	Eliminate time-outs, play soccer instead of volleyball to meet cardiovascular goals
	<ul> <li>Explore a variety of nontraditional physical activities</li> <li>Examine, monitor, and improve execution of motor skills using technological resources.</li> <li>Using technology, provide skill feedback and analysis of movement</li> </ul>	<ul> <li>Assessment of strength, muscular endurance, cardiovascular endurance, flexibility</li> </ul>
Score	The student exhibits no major errors or omissions.  There are no major errors or omissions regarding the simpler details and processes as the	Run, do a curl-up, do a push-up with correct form and technique while
2.0	student: vocabulary: fitness, fitness assessments, personal exercise plan,	<ul> <li>performing the fitness objective of that day</li> <li>Pace myself and breath correctly so that I can get the best results possible</li> <li>Filling out their assessment results</li> </ul>
	<ul> <li>I can</li> <li>Actively participate in fitness assessments</li> <li>Make an accurate personal exercise plan</li> <li>Participate in non-traditional activities</li> </ul>	
	However, the student exhibits major errors or omissions regarding the more complex ideas and processes.	
Score	With help, a partial understanding of some of the simpler details and processes and some of the	
1.0 Score 0.0	more complex ideas and processes.  Even with help, no understanding or skill demonstrated.	

	Strand: 4			
	Standard: Students will develop cooperative skills and positive personal behavior the	rough communication and respect for self and others		
	Level: 8th Grade			
Score	In addition to Score 3.0, in-depth inferences and applications that go beyond what was taught.	Sample Task		
4.0		They are always: making responsible choices, participating by rules and procedures, safe around others, support others, respect all, and value the role of games in getting to know others.		
Score 3.0 Score 2.0	The student:  Demonstrate the ability to make responsible choices in activity settings.  Demonstrates while: participating compliance with activity rules and procedures.  Practice safe behaviors relative to others.  Accept and consider constructive criticism or feedback for teacher and peers.  Demonstrate the ability to work and support others with both teammates and opponents.  Seek out, participate with, and show respect for persons of like and different genders, abilities, skills, and cultures.  Value the role of games, sports, in getting to know and respect others of various cultural backgrounds.  The student exhibits no major errors or omissions.  There are no major errors or omissions regarding the simpler details and processes as the student:  vocabulary: responsible choices, procedures, safety, feedback, support,  I can  Make responsible choices in activity settings Follow rules and procedures Be safe Accept feedback Work as a team Be respectful  However, the student exhibits major errors or omissions regarding the more complex ideas and	<ul> <li>Follows all the rules and procedures of the activities</li> <li>Is always safe and aware of surroundings and others</li> <li>Changes form based upon feedback from peers and or teacher</li> <li>Accepts everyone on the team as a teammate</li> <li>Excludes no one from the activity</li> </ul> Participates but not as an active teammate or participant <ul> <li>Only aware of self but not others</li> <li>Form stays same even after feedback</li> <li>Understands rules and skills from stationary or partners but not game situations</li> </ul>		
G	processes.			
Score 1.0	With help, a partial understanding of some of the simpler details and processes and some of the more complex ideas and processes.			
Score	Even with help, no understanding or skill demonstrated.			
0.0	L'7			

	Strand: 5			
Standa	ard: Students will appraise the personal value of physical activity as a tool for wellness, cl	nallenges, and interacting with appropriate social skills with friends		
	and family Level: 8th Grade			
Score	In addition to Score 3.0, in-depth inferences and applications that go beyond what	Sample Task		
4.0	was taught.	Go out of their way to make sure everyone is included, always being safe, following rules and directions		
Score	The student:	Celebrate the small victories in class with your team		
3.0	<ul> <li>Celebrate the successes and achievements of self and others.</li> </ul>	Keep on working even when perception is that it's hard		
	<ul> <li>Recognize that physical activity provides opportunities for challenge.</li> </ul>	Problem solve as a team		
	<ul> <li>Demonstrate group problem solving abilities.</li> </ul>			
	The student exhibits no major errors or omissions.			
Score	There are no major errors or omissions regarding the simpler details and processes as	• High 5's people for successes		
2.0	the student:	Doesn't stop when activity is perceived as difficult or hard		
	vocabulary: challenges, quitting, giving up, hard work, successes, problem solving	Helps the team problem solve during activities		
	• I can			
	Celebrate successes of everyone in class			
	<ul> <li>Meet the challenges physical education presents</li> </ul>			
	o Problem solve in a group dynamic			
	However, the student exhibits major errors or omissions regarding the more complex			
	ideas and processes.			
Score	With help, a partial understanding of some of the simpler details and processes and			
1.0	some of the more complex ideas and processes.			
Score	Even with help, no understanding or skill demonstrated.			
0.0				