

<b>Clarity for Learning Planning Template</b>	
Standard 1: Demonstrate competency in a variety of motor skills and movement patterns. Standard 2: Apply knowledge of concepts, principles, strategies and tactics to movement and performance.	
<b>Concepts (Nouns)</b> Motor skills like throwing can be used in many different activities. Speed is a concept related to how fast the ball moves when thrown.	<b>Skills (Verbs)</b> Throwing for velocity is different from throwing for accuracy.  Changing speeds when I throw may be a strategy in a game.
<b>Learning Progressions</b> Throwing <ul style="list-style-type: none"> <li>• Throwing is taught throughout the physical education curriculum. In K-2 program an emphasis is placed on developing mature throwing patterns. Next, students learn to throw with accuracy as in, to a partner or target. Students are also exposed to ways of applying different movement principles such as force and speed, to throwing. For each added progression, application in a game is explored.</li> </ul> Speed <ul style="list-style-type: none"> <li>• Various activities may require students to throw at different speeds. Students are encouraged to explore throwing to a partner with various speeds.</li> </ul>	
<b>Learning Intentions (I am learning to...)</b>	<b>Success Criteria (I know I'm successful when...)</b>
I am learning to throw with accuracy  I am learning to throw at various speeds	I know I am successful when I can: <ul style="list-style-type: none"> <li>• Throw a yarn ball to a moving partner demonstrating 2 of 4 cues.</li> <li>• Can control the speed I throw.</li> </ul>