

Elementary PE 5, Semester 1

Carone Learning Category: Foundations

Subject: PE

Recommended Grade Level: 5th Grade

Course Credit: One semester*

Recommended Pre-Requisites: None

*Full year available when combined with Elementary PE 5, Sem 2

Course Description

Elementary PE 5 helps young learners establish a basic understanding of health and fitness. Students focus on health-related fitness and learn how to become more fit and healthy. Topics of study include warm-up and cool down, water safety, goal setting, nutrition, muscle strength and flexibility. In addition, students learn age-appropriate motor, non-locomotor, and manipulative skills. Students are required to participate in regular physical activity.

Units & Sections

This course is divided into the following Units and Sections.

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Unit 1: Course Introduction

- 1.1 Course Introduction
- 1.2 Get Moving
- 1.3 Your Fitness Level
- 1.4 Goal Setting

Unit 2: Safety

- 2.1 Warm Up / Cool Down
- 2.2 Exercise Safety
- 2.3 Water Safety
- 2.4 Posture & Technique

Unit 3: Improving Fitness

- 3.1 Components of Fitness
- 3.2 Heart Rate / Intensity
- 3.3 FITT Principle
- 3.4 Principles of Fitness

Unit 4: Physical Health

- 4.1 Skill vs. Health
- 4.2 Muscle Strength & Endurance
- 4.3 Flexibility
- 4.4 Body Composition

Course Tasks

Each section has the following tasks:

- **Game Plan**—an outline of tasks for that section

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- **Lesson**—multimedia lessons about the section topic
- **Quiz***—answer questions from the lesson
- **Activity Log***—a record of weekly physical activity

Each section has one of these additional tasks as well:

- **Skills**—watch, learn, and practice new skills
- **Brain Exercise***—respond to a fitness question
- **Assignment***—section assignment
- **Skills Check***—demonstrate unit skills

The items marked with * should be submitted for a grade.

Pacing

There are 16 sections in this course. Each section is designed to be completed in about one week's time. However, students may take more or less time as needed. A recommended pacing guide is provided within the course.

Physical Activity Requirements

This course requires:

1. 14 weeks of physical activity per semester
2. Exercise at least 120 minutes each week
3. Exercise at least four days each week
4. Perform a variety of skills

Students can perform any type of activities they like. Families are encouraged to participate in activities together. Ideas and recommendations can be found in the activity library. Students may also count their skills practice as part of the activity time.

Students should submit activity logs within one week of completion. If activities are not performed with a teacher, parent or supervising adult verification should be submitted to teacher via email at the end of every unit.

Skills

In each unit students will be learning new non-locomotor, motor, or manipulative skills. Typically students will learn skills in the first week of a unit. Students should practice the skills throughout the unit. Recommended games and activities to reinforce each skill can be found on each skills page.

At the end of each unit, students will demonstrate skills. These “Skills Checks” can be performed in three ways, according to the teacher’s instructions.

1. Student demonstrates skills for the teacher if a face to face meeting is available.
2. Student demonstrates skills for parent or supervising adult. Adult complete and returns a Skills Check report to teacher.
3. Take a video of student performing skills and upload for teacher review.

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Please check with teacher for further instruction. More information can also be found within the Skills sections of each unit.

Activity Library

This course includes complimentary access to Carone Learning's Activity Library, with pictures, videos, and instructions for age-appropriate skills, activities, and games. The library is searchable by skill type, group size, or equipment.

Parent & Teacher Guides

Parent and teacher guides available.

Additional Materials

There are no required textbooks for this course. Some exercise equipment is recommended, such as:

- A whiffle ball, baseball, softball, or similar sized ball
- A plastic bat, baseball bat, stick, or striking object
- A baseball tee
- A short jump rope
- A long jump rope
- A playground ball, basketball, or soccer ball

Technical Requirements

An internet connection and computer or tablet hardware is required. Software requirements include a PDF reader, word-processing application (such as Word), MP4/video player, and Flash player (optional). Free downloadable software is available for each of these.