

Mr. Wicker

Course Outline: Physical Education

Physical Education is defined as a planned sequence of activities designed to provide students an opportunity to reach his or her full potential physically, socially, emotionally, and intellectually.

This class is designed to give students an opportunity to develop skills beneficial throughout his/her lifetime. This course combines competitive sports, lifetime sports, and physical fitness activities.

Each unit is designed to introduce and reinforce skills in a variety of activities.

Possible units include:

soccer	basketball
football	volleyball
badminton	archery
team handball	weight training
tennis or other racquet sports	softball
physical fitness/conditioning	

CLASS RULES

- All students are expected to dress for class every day. Proper gym clothes include shorts, T-shirt(not tank tops), and tennis shoes. Shoes must be proper court shoes, sandals and other types of foot wear are not to be substituted. Sweats may also be worn.
- Students will be allowed 7 minutes to dress out for class. I will keep track of this time based on the class starting time for that hour. Anyone not in their squad sitting down at this time is tardy. This results in the loss of 1 point for that class hour.
** be careful to be here on time. You may have to hustle.
- Horseplay/rough play will not be tolerated in the lockerroom and gym areas.
** no running, chasing, wrestling or fighting
- Students are expected to use lockers provided by the school. All valuables are to be locked up in your locker during class. You must provide your own lock.
- Students are expected to be sitting down in their spot , in their squad during attendance.
- Participation is expected from all students. No one excused from class unless they have a note excusing them for that day. See school policy.

GRADING POLICY

Your grade is determined by three criteria:

1. Participation (50%)- As discussed above, you are expected to participate at all

times. You must be dressed out for class in proper attire to participate. Anyone not dressed out loses 6 points for that day and may not participate.

*** All students who do not dress out for class will do an assignment during class time. This assignment is to be worked on and completed before class is finished. Examples include sentences, essays, magazine summaries. Students who do not dress out for class will be assigned a spot on the stage or outdoors in which to work on these assignments. You will not be allowed to waste time. these assignments are extra work and do not count toward raising your grade.

2. Class Conduct (25%)- This deals with attitude and behavior. A student will lose points for improper behavior (ex. poor language, unsafe behavior, or misuse of equipment). Be enthusiastic and use good judgement. Treat other students, myself, equipment, and our facilities with respect.

3. Quizzes/tests (25%)- With each unit you will be given a study guide containing terms, history and knowledge of a given sport. through your study guide and classroom instruction you will be expected to pass quizzes/tests on each unit.

each student starts the day with 6 points. You may lose points for a variety of reasons such as unsafe behavior, misuse of equipment, improper language, and poor attitude. Points may also be taken away for low participation. Any student who fails to dress out for class loses 6 points for that day.

Any student who falls below a c grade can earn points back by running after school.

*Running 10 minutes earns 6 points

*Running 20 minutes earns 12 points

Students may improve their grade up to a C with make up running

POINT SCALE

0-8 points	A
9-14 points	B
15-20 points	C
21-26 points	D
27 or below	E

** Absolutely no food, Pop, gum, or candy in the gym or lockerroom areas during class time.

** No cell phones in gym or lockerroom during class time.

BUCKLEY COMMUNITY SCHOOL
PHYSICAL EDUCATION
PARTICIPATION RUBRIC

Score point 4

The student stays consistently on task and engages fully in the activity. The student participates at a high level, demonstrating a variety of skills necessary for success in this unit. The student needs no prompting from the teacher to stay on task.

Score point 3

The student stays consistently on task and engages fully in the activity. The student participates at a competent level, demonstrating various skills necessary for success in this unit. The student needs little prompting from the teacher to stay on task.

Score point 2

The student is often but not always on task and engaged in the activity. The student participates at a minimal competency level, demonstrating few skills necessary for success in this unit. The student needs much prompting from the teacher to stay on task.

Score point 1

The student has difficulty staying on task during activity. The student participates at a low competency level, and demonstrates little or no interest in the activity. This student constantly needs teacher attention for behavior, taking away from the educational experience of his peers.

** The student did not dress out for class and is unable to participate