

Grade 3 Objectives for Cooperative Games

Psychomotor Objectives:

1. To demonstrate rhythm by skipping rope with two feet (T.A. form) for a minimum of five of seven rope turns while skipping in personal space.
2. To demonstrate balance and strength by single-legged skipping on both dominant and non-dominant feet (T.A. form) for three of five rope turns each while playing double-dutch.
3. To execute squatting (T.A. form) three of five times mirroring partner in Slo-Mo activity, given verbal cues by instructor.
4. Students will execute cool-down stretches (T.A. forms) in six of six classes led by instructor.

Cognitive Objectives:

1. When randomly called upon, 4 of five students will verbally identify a stretch for the class to do during cool-down.
2. Students will correctly circle 4 of five answers on a multiple choice quiz pertaining to the critical points of hula-spinning and jump rope.
3. Students will verbally identify the correct method of squatting when presented with two choices/two demonstrations by the teacher.
4. Students will demonstrate understanding that there are no winners or losers in double-dutch, slo-mo, circle-the-circle and hoop relay by selecting “every body does well” 4 of five times on a written quiz when asked “what happens when...”.
5. Students will differentiate between over and under, around, in and out, fast and slow by correctly responding to all directions for given obstacle course.

Personal-Social Objectives:

1. To demonstrate compassion for others through cooperation by verbally cueing directions of movements during all mirroring activities such as Slo-Mo.
2. To facilitate other’s efforts 100% of the time by physically altering height and body angles for ease of hoop passing during circle the circle and hoop relay activities.
3. To demonstrate responsibility in all classes by putting equipment away as requested at the end of each class.