

**TOWNSHIP OF FRANKLIN PUBLIC SCHOOLS
PHYSICAL EDUCATION CURRICULUM
GRADES 1 - 6 & SPECIAL EDUCATION**

SKILL AREA	STUDENT OBJECTIVE	EXAMPLE/ACTIVITIES	RESOURCE/MATERIALS	ASSESSMENT	NJ CORE CURRICULUM STANDARD
SOFTBALL	<p>Students will be able to:</p> <ul style="list-style-type: none"> • mimic each skill; • follow directions; • know which side of their body is dominant; • know right and left; • try to use a follow through in throwing; • demonstrate coordination; • demonstrate throwing skills. <ul style="list-style-type: none"> • throw a ball with the dominant hand; • take a step prior to the throw of the ball; • vary the height of the throw; • demonstrate coordination. 	<p>I. <u>SKILLS</u></p> <p>A. Throwing (Grades 1 - 6)</p> <p>1. Overhand Throw</p> <p>This skill is performed the same as the Long Distance Basketball Pass.</p> <p>2. Underhand Throw</p> <p>Students will grip the ball with both hands and keep their eye on the target. As their arm drops down and backward, they will keep the palm of their hand facing forward with the ball held in place by their opposite hand. Their opposite foot is placed forward. They will swing their arm back and bring it forward towards the target. They will follow through with their throwing hand aiming for the target.</p> <p>3. Overhand and Underhand Throwing Practice</p> <p>Students are divided into two teams and placed on either side of ropes which are strung across the volleyball standards. As each student throws, they will say out loud, "step - throw." They will attempt to throw the balls:</p> <ul style="list-style-type: none"> - between the two ropes - higher than the top rope - below the bottom rope (grounder) 	<ul style="list-style-type: none"> • 8 ½" Nerf Ball for each student • Or, 1 Ball for every 2 students <ul style="list-style-type: none"> • Sponge Balls (assorted sizes) • Volleyball Standards • 2 Ropes 	<ul style="list-style-type: none"> • Teacher Observation <ul style="list-style-type: none"> • Teacher Observation 	<p><u>Grades 1 & 2</u> 2.5 A.1-4 B.1-2</p> <p><u>Grades 3 & 4</u> 2.5 A.1-4 B.1,2,4</p> <p><u>Grades 5 & 6</u> 2.5 A.1-4 B.1,2,4</p> <p><u>Grades 1 & 2</u> 2.5 A.1-4 B.1-2</p> <p><u>Grades 3 & 4</u> 2.5 A.1-4 B.1,2,4</p> <p><u>Grades 5 & 6</u> 2.5 A.1-4 B.1,2,4</p>

**TOWNSHIP OF FRANKLIN PUBLIC SCHOOLS
PHYSICAL EDUCATION CURRICULUM
GRADES 1 - 6 & SPECIAL EDUCATION**

SKILL AREA	STUDENT OBJECTIVE	EXAMPLE/ACTIVITIES	RESOURCE/MATERIALS	ASSESSMENT	NJ CORE CURRICULUM STANDARD
SOFTBALL	<p>Students will be able to:</p> <ul style="list-style-type: none"> • use both hands to catch a ball; • track a ball; • show proper position of hands for catching a ball; • try moving to catch a ball that is being tracked; • demonstrate eye-hand coordination. • show some progress in connecting hand or bat with ball; • demonstrate eye-hand coordination. • run to the bases in the correct direction; • run as soon as ball is in motion. 	<p>I. <u>SKILLS</u> (continued)</p> <p>B. Catching (Grades 1 - 6)</p> <p>Students will use their hands to stop and control the ball. They will keep their eyes on the ball and move in the direction of the ball. If the ball is low, then they will keep their fingers down and thumbs apart.</p> <p>C. Batting (Grades 3 - 6)</p> <p>Students will stand in a ready position by distributing their body weight evenly on both legs. Their non-involved shoulder is facing the target object. With their body relaxed, weight shift and swing are started at the same time. There should be a slight shoulder and hip rotation and added force given to the swing.</p> <p>D. Running Bases (Grades 1 - 6)</p> <p>Students must always run to the right, being sure to place their right foot on the inside corner of first base. First base is the only base that can be overrun (left foot hits outside of base and player runs off to foul area and then returns to the base). Player must touch every base.</p>	<ul style="list-style-type: none"> • 1 Ball for every 2 students • Bats & Balls (depends on # in group) • Bases -Home & 3 Field Bases (# of sets depends on groups & area) 	<ul style="list-style-type: none"> • Teacher Observation • Teacher Observation • Teacher Observation 	<p><u>Grades 1 & 2</u> 2.5 A.1-4 B.1-2</p> <p><u>Grades 3 & 4</u> 2.5 A.1-4 B.1,2,4</p> <p><u>Grades 5 & 6</u> 2.5 A.1-4 B.1,2,4</p> <p><u>Grades 3 & 4</u> 2.5 A.1-4 B.1,2,4</p> <p><u>Grades 5 & 6</u> 2.5 A.1-4 B.1,2,4</p> <p><u>Grades 1 & 2</u> 2.5 A.1-4 B.1-2</p> <p><u>Grades 3 & 4</u> 2.5 A.1-4 B.1,2,4</p> <p><u>Grades 5 & 6</u> 2.5 A.1-4 B.1,2,4</p>

**TOWNSHIP OF FRANKLIN PUBLIC SCHOOLS
PHYSICAL EDUCATION CURRICULUM
GRADES 1 - 6 & SPECIAL EDUCATION**

SKILL AREA	STUDENT OBJECTIVE	EXAMPLE/ACTIVITIES	RESOURCE/MATERIALS	ASSESSMENT	NJ CORE CURRICULUM STANDARD
<u>SOFTBALL</u>	<p>Students will be able to:</p> <ul style="list-style-type: none"> • use an underhand throw to a target area; • demonstrate throwing; • demonstrate eye-hand coordination. <ul style="list-style-type: none"> • catch with 2 hands: <ul style="list-style-type: none"> - grades 1, 2, & 3 after a bounce and showing improvement, - grades 4, 5 & 6 using the glove on the proper hand. • demonstrate throwing overhand and underhand. 	<p>I. <u>SKILLS</u> (continued)</p> <p>E. Pitching (Grades 3 - 6)</p> <p>1. Softball</p> <p>The pitcher must start with both feet on the mound, ball in both hands, and follow the directions for an underhand throw, finishing with one foot on the mound at the release of the ball. The pitcher can pitch using a full circle, bringing the ball upward, with the back of the hand leading. This is a windmill throw. They will keep eyes on the pitcher's zone, shoulders to knees and over the plate.</p> <p>2. Kickball</p> <p>Pitcher rolls the ball over home plate.</p> <p>II. <u>DRILLS</u></p> <p>A. Catching and Throwing (Grades 1 - 6)</p> <p>Students will practice skills by throwing and catching:</p> <ul style="list-style-type: none"> - to a wall - to a partner - in a circle - around the bases - in relays 	<ul style="list-style-type: none"> • Balls for every group <ul style="list-style-type: none"> • 1 Ball for each student • Or, 1 Ball for every 2 students; • Velcro Balls & Mitts • Scoops & Balls • Set of Bases 	<ul style="list-style-type: none"> • Teacher Observation <ul style="list-style-type: none"> • Teacher Observation 	<p><u>Grades 3 & 4</u> 2.5 A.1-4 B.1,2,4 2.6 B.1 <u>Grades 5 & 6</u> 2.5 A.1-4 B.1,2,4 2.6 B.1</p> <p><u>Grades 1 & 2</u> 2.5 A.1-4 B.1-2 <u>Grades 3 & 4</u> 2.5 A.1-4 B.1,2,4 2.6 B.1 <u>Grades 5 & 6</u> 2.5 A.1-4 B.1,2,4 2.6 B.1</p>

**TOWNSHIP OF FRANKLIN PUBLIC SCHOOLS
PHYSICAL EDUCATION CURRICULUM
GRADES 1 - 6 & SPECIAL EDUCATION**

SKILL AREA	STUDENT OBJECTIVE	EXAMPLE/ACTIVITIES	RESOURCE/MATERIALS	ASSESSMENT	NJ CORE CURRICULUM STANDARD
SOFTBALL	<p>Students will be able to:</p> <ul style="list-style-type: none"> • demonstrate pitching (some 5th & 6th graders will be above to pitch over the plate - this is difficult for many); • demonstrate eye-hand coordination; • develop control and strength. • demonstrate running; • touch each base as they run. • make contact with the ball; • drop the bat after they hit the ball; • keep their eyes on the ball. 	<p>II. <u>DRILLS</u> (continued)</p> <p>B. Pitching (Grades 1 - 6)</p> <p>Students will practice skills by pitching:</p> <ul style="list-style-type: none"> - to a wall target - to a partner - through a hoop - in into box <p>C. Running Bases (Grades 4 - 6)</p> <p>Students will practice skills by:</p> <ul style="list-style-type: none"> - throwing to fielders; - running and touching every base; - overrunning first base; - beating the fielders (run 2 times around before the fielders can get the ball to each base). <p>D. Batting (Grades 3 - 6)</p> <p>Students will practice skills by:</p> <ul style="list-style-type: none"> - dropping ball and hitting it after a bounce (grades 1 - 6 will use hand; grades 4 - 6 will use bat) - hitting ball off tee with a bat (grades 3 - 6 only) 	<ul style="list-style-type: none"> • 1 Ball for each student • Wall • Softball or 6" or 8 ½" Ball • Set of bases for each group • 1 - 6 or 8 1/2" Ball for each student • Wall or Field • Softball Bat 	<ul style="list-style-type: none"> • Teacher Observation • Teacher Observation • Teacher Observation 	<p><u>Grades 1 & 2</u> 2.5 A.1-4 B.1-2</p> <p><u>Grades 3 & 4</u> 2.5 A.1-4 B.1,2,4</p> <p><u>Grades 5 & 6</u> 2.5 A.1-4 B.1,2,4</p> <p><u>Grade 4</u> 2.5 A.1-4</p> <p><u>Grades 5 & 6</u> 2.5 A.1-4</p> <p><u>Grades 3 & 4</u> 2.5 A.1-4 B.1,2,4</p> <p><u>Grades 5 & 6</u> 2.5 A.1-4 B.1,2,4</p>

**TOWNSHIP OF FRANKLIN PUBLIC SCHOOLS
PHYSICAL EDUCATION CURRICULUM
GRADES 1 - 6 & SPECIAL EDUCATION**

SKILL AREA	STUDENT OBJECTIVE	EXAMPLE/ACTIVITIES	RESOURCE/MATERIALS	ASSESSMENT	NJ CORE CURRICULUM STANDARD
SOFTBALL	<p>Students will be able to:</p> <ul style="list-style-type: none"> • demonstrate catching and throwing (grades 4 - 6 catch and throw with gloves); • keep eyes on correct ball; • use proper hand when using a glove; • demonstrate running, throwing, and catching; • develop speed and alertness; • move in proper sequence; • throw and run in the correct direction; • enjoy playing a game using softball skills; • play with positive attitudes, politeness, and good sportsmanship; • understand fielding and batting positions; • kick the ball and run the bases; • demonstrate eye-foot coordination. 	<p>III. <u>GAMES</u></p> <p>A. Hot Potato - Circle Catch (Grades 1 - 6)</p> <p>Class will be divided into 2 teams - A Team and B Team. Both teams will form one circle, alternating players from each team. One player from each team will be placed in the center of the circle, standing back to back. The center players will throw to their own teammates who will then throw the ball back to them. One team tries to overtake the other to win.</p> <p>B. Run the Bases (Grades 1 - 6)</p> <p>Class will be divided into 2 teams - batters and fielders. One player from each team takes their position. The batter steps to home plate, throws the ball, and runs around the bases, touching each one without stopping to get home before the fielder catches the ball and runs straight home. The runner who gets home first scores one point. Each player on the batter's team gets a turn before changing positions.</p> <p>Variation to game: Pitcher rolls the ball and the batter kicks it and runs.</p>	<ul style="list-style-type: none"> • 2 Foam Rubber Balls or Softballs • 2 Ragballs • Pinneys for 1 team • Bases for 2 fields • 2 - 8 ½" Balls 	<ul style="list-style-type: none"> • Teacher Observation • Teacher Observation 	<p><u>Grades 1 & 2</u> 2.5 A.1-4 B.1-2</p> <p><u>Grades 3 & 4</u> 2.5 A.1-4 B.1-2</p> <p>2.6 B.1</p> <p><u>Grades 5 & 6</u> 2.5 A.1-4 B.1-2</p> <p>2.6 B.1</p> <p><u>Grades 1 & 2</u> 2.5 A.1-4 B.1-2</p> <p><u>Grades 3 & 4</u> 2.5 A.1-4 B.1-2</p> <p>2.6 B.1</p> <p><u>Grades 5 & 6</u> 2.5 A.1-4 B.1-2</p> <p>2.6 B.1</p>

**TOWNSHIP OF FRANKLIN PUBLIC SCHOOLS
PHYSICAL EDUCATION CURRICULUM
GRADES 1 - 6 & SPECIAL EDUCATION**

SKILL AREA	STUDENT OBJECTIVE	EXAMPLE/ACTIVITIES	RESOURCE/MATERIALS	ASSESSMENT	NJ CORE CURRICULUM STANDARD
<u>SOFTBALL</u>	<p>Students will be able to:</p> <ul style="list-style-type: none"> • demonstrate catching and throwing; • demonstrate proper use of hands in catching a ball; • keep eyes on moving ball; • move the body quickly in the proper direction to catch the ball. <ul style="list-style-type: none"> • catch without a miss; • catch without fear of the ball. 	<p>III. <u>GAMES</u> (continued)</p> <p>C. Teacher and Class (Grades 1 & 2)</p> <p>Class will be divided into 4-5 groups, with 4-5 players in each group. Each group will stand in line formation, with the teacher standing approximately 7 feet from the line (vary distance according to skill). The object is for the teacher to throw to each member of the class and go to the end of the line. The next player becomes the “teacher” and does the same. Game is continued until all players have had a chance to be the “teacher.” Teacher must follow directions as game may have a variety of skills such as:</p> <ul style="list-style-type: none"> – throw overhand to each player – throw underhand to each player <p>D. Go to the Head of the Class (Grades 1 & 2)</p> <p>This game can be played on a stairway or with 3 cones lined up one behind the other. The class will line up at the bottom of the stairway or by the 1st cone. The teacher will throw to each student. If the student catches the ball, they will then either move up to the next step or the next cone. Each student gets a turn in order until everyone has had a chance to have equal turns and someone is at the head of the class (last cone or step).</p>	<ul style="list-style-type: none"> • Cones, Ropes, Spots or Lines (to mark class line & teacher spot on floor or ground) • Ball for each teacher <ul style="list-style-type: none"> • 1 Ball • 3 Cones or Stairway 	<ul style="list-style-type: none"> • Teacher Observation <ul style="list-style-type: none"> • Teacher Observation 	<p><u>Grades 1 & 2</u> 2.5 A.1-4 B.1-4</p> <p><u>Grades 1 & 2</u> 2.5 A.1-4 B.1-4</p>

**TOWNSHIP OF FRANKLIN PUBLIC SCHOOLS
PHYSICAL EDUCATION CURRICULUM
GRADES 1 - 6 & SPECIAL EDUCATION**

SKILL AREA	STUDENT OBJECTIVE	EXAMPLE/ACTIVITIES	RESOURCE/MATERIALS	ASSESSMENT	NJ CORE CURRICULUM STANDARD
<u>SOFTBALL</u>	<p>Students will be able to:</p> <ul style="list-style-type: none"> • demonstrate running skills; • increase speed without missing the bases or running outside the base line. <ul style="list-style-type: none"> • demonstrate kicking, hitting, pitching, and running skills; • use safety procedures while playing; • demonstrate awareness of other players and equipment; • know the rules; • demonstrate sportsmanship; • put the skills to use in play. 	<p>III. <u>GAMES</u> (continued)</p> <p>E. Four Corner Running (Grades 2 - 6)</p> <p>This is a relay activity, made up of 4 groups, each lined up behind a base. On signal, the 1st player from each group runs the bases, touching each base. Each group scores as follows:</p> <p style="padding-left: 40px;">1st place - 10 points 2nd place - 8 points 3rd place - 6 points 4th place - 4 points</p> <p>F. Long Base (Grades 3 - 6)</p> <p>This game uses 2 teams, with 9-10 players on each team, and 2 bases, Home and Long Base (which is 3 bases put together). The pitcher rolls a ball to home plate. The kicker at home kicks the ball and runs to the long base. The runner may stay or go home. Any number of kickers can be on base at the same time. Runners can leave to come home when they feel safe. When a team gets 3 outs, they change places.</p>	<ul style="list-style-type: none"> • 4 Bases <ul style="list-style-type: none"> • 1 - 8 ½" Ball or Soccer Ball • 1 Home Plate • 3 Bases (put together to make Long Base) <p>Variation:</p> <ul style="list-style-type: none"> • Gloves for fielders • 1 Softball • 6 Helmets (Catchers, Batters) • Mask, Chest Protector (Catcher) 	<ul style="list-style-type: none"> • Teacher Observation <ul style="list-style-type: none"> • Teacher Observation 	<p><u>Grade 2</u></p> <p>2.5 A.1-4 B.1-3 C.1</p> <p>2.6 B.1</p> <p><u>Grades 3 & 4</u></p> <p>2.5 A.1-4 B.1-3 C.1</p> <p>2.6 B.1-2</p> <p><u>Grades 5 & 6</u></p> <p>2.5 A.1-4 B.1-4 C.1</p> <p>2.6 B.1-3</p> <p><u>Grades 3 & 4</u></p> <p>2.5 A.1-4 B.1-3 C.1</p> <p>2.6 B.1-2</p> <p><u>Grades 5 & 6</u></p> <p>2.5 A.1-4 B.1-4 C.1</p> <p>2.6 B.1-3</p>

**TOWNSHIP OF FRANKLIN PUBLIC SCHOOLS
PHYSICAL EDUCATION CURRICULUM
GRADES 1 - 6 & SPECIAL EDUCATION**

SKILL AREA	STUDENT OBJECTIVE	EXAMPLE/ACTIVITIES	RESOURCE/MATERIALS	ASSESSMENT	NJ CORE CURRICULUM STANDARD
<u>SOFTBALL</u>	<p>Students will be able to:</p> <ul style="list-style-type: none"> • demonstrate catching, throwing, and base running skills; • increase speed without missing the bases or running outside the base line. 	<p>III. <u>GAMES</u> (continued)</p> <p>F. Long Base (Grades 3 - 6) (continued)</p> <p>An out occurs when:</p> <ul style="list-style-type: none"> - a fly ball is caught - a runner is tagged with the ball in the hand of the baseman at home or at the long base - the long base is touched by the baseman before the runner gets there - the kicker gets 3 strikes <p>No ball is counted foul. Kickers are to run on any ball kicked.</p> <p>Variation: Play the same game but use a softball and bat plus gloves.</p> <p>G. Beat the Ball (Grades 2 - 6)</p> <p>Class will be divided into 2 teams. The team in the field is divided equally among the bases. The team up at bat will stand behind the back stop. The 1st player up stands on home plate waiting for the catcher to throw to the 1st baseman. The runner starts with the ball and must touch each base around right to home without stopping. The baseman must catch, tag the base, and throw in order 1st, 2nd, 3rd, and home. Count only the runs scored until all have been up. The fielders will change basemen after each player has had a chance to bat.</p>	<ul style="list-style-type: none"> • 4 Bases • Gloves for fielders • 4 Helmets 	<ul style="list-style-type: none"> • Teacher Observation 	<p><u>Grade 2</u></p> <p>2.5 A.1-4 B.1-3 C.1</p> <p>2.6 B.1</p> <p><u>Grades 3 & 4</u></p> <p>2.5 A.1-4 B.1-3 C.1</p> <p>2.6 B.1-2</p> <p><u>Grades 5 & 6</u></p> <p>2.5 A.1-4 B.1-4 C.1</p> <p>2.6 B.1,3</p>

**TOWNSHIP OF FRANKLIN PUBLIC SCHOOLS
PHYSICAL EDUCATION CURRICULUM
GRADES 1 - 6 & SPECIAL EDUCATION**

SKILL AREA	STUDENT OBJECTIVE	EXAMPLE/ACTIVITIES	RESOURCE/MATERIALS	ASSESSMENT	NJ CORE CURRICULUM STANDARD
<u>SOFTBALL</u>	<p>Students will be able to:</p> <ul style="list-style-type: none"> • demonstrate catching, throwing, kicking and base running skills; • know when to tag a player to get the player out; • know when only the base has to be tagged to get the player out; • start to think ahead to know the correct play; • play as a team. <ul style="list-style-type: none"> • demonstrate catching, throwing, kicking and base running skills; • help each other to make a better game; • win and lose in a positive way. <ul style="list-style-type: none"> • demonstrate batting, catching, and fielding skills; • select different positions to practice; • enjoy playing safely. 	<p>III. <u>GAMES</u> (continued)</p> <p>H. Kick Ball (Grades 3 - 6)</p> <p>Class will be divided into 2 teams, one will be in the field and one up at bat. Rules of softball will apply. The pitcher rolls the ball. Teams change after 3 outs. An out occurs when:</p> <ul style="list-style-type: none"> - a fly ball is caught - the kicker gets 4 fouls - the kicker gets 3 strikes - a base is tagged on a forced play - a runner is tagged with ball in hand <p>I. Punch Ball (Grades 4 - 6)</p> <p>This game will be played the same as Kick Ball except that the batter drops and hits the ball as it comes up or the pitcher throws underhand to the strike zone. The batter lets the ball bounce once before hitting it. If the batter gets 4 fouls - it's an out. Other rules of softball apply.</p> <p>J. Caroline Line Ball (Grades 3 - 6)</p> <p>Class is divided into 2 teams - one in the outfield and one in the infield. The object of this game is to score points by hitting the ball past the markers.</p>	<ul style="list-style-type: none"> • 4 Bases • 1 Kick Ball <ul style="list-style-type: none"> • 1 - 6" Playground Ball • 4 Bases <ul style="list-style-type: none"> • 1 Softball • 1 Bat • 6 Cones • Helmets (closest players) • 15 Gloves 	<ul style="list-style-type: none"> • Teacher Observation <ul style="list-style-type: none"> • Teacher Observation <ul style="list-style-type: none"> • Teacher Observation 	<p><u>Grades 3 & 4</u> 2.5 A.1-4 B.1-4 C.1 E.1 2.6 B.1-2</p> <p><u>Grades 5 & 6</u> 2.5 A.1-4 B.1-4 C.1 E.1 2.6 B.1-2</p> <p><u>Grade 4</u> 2.5 A.1-4 B.1-4 C.1 E.1 2.6 B.1-2</p> <p><u>Grades 5 & 6</u> Same as above</p> <p>Same as above for Grades 3 - 6</p>

**TOWNSHIP OF FRANKLIN PUBLIC SCHOOLS
PHYSICAL EDUCATION CURRICULUM
GRADES 1 - 6 & SPECIAL EDUCATION**

SKILL AREA	STUDENT OBJECTIVE	EXAMPLE/ACTIVITIES	RESOURCE/MATERIALS	ASSESSMENT	NJ CORE CURRICULUM STANDARD
SOFTBALL	<p>Students will be able to:</p> <ul style="list-style-type: none"> • demonstrate batting, catching, and fielding skills; • select different positions to practice; • enjoy playing safely; • play without a referee. 	<p>III. <u>GAMES</u> (continued)</p> <p>J. Caroline Line Ball (Grades 3 - 6) (continued)</p> <p>The infield team scores:</p> <ul style="list-style-type: none"> - 1 point if the ball hits the ground or is in the air past the 1st marker - 2 points if the ball is in the air past the 2nd marker - 3 points if the ball is in the air past the 3rd marker <p>The outfielders make outs either by catching a fly ball or fielding a ground ball before it passes the 1st marker. After 3 outs, teams will change places.</p> <p>K. Hit the Bat (Grades 4 - 6)</p> <p>Divide the class into small groups of 2 or more players. One player will be the batter and the rest will be the fielders. The batter tosses the ball and hits it with the bat. He/she stays at bat until one outfielder catches a fly ball. Then the batter and the outfielder who caught the ball change places. An outfielder can also change places with the batter if he/she catches a ground ball, rolls it, and hits the bat that is laid on the ground in front of the batter.</p>	<ul style="list-style-type: none"> • 1 Softball • 1 Bat 	<ul style="list-style-type: none"> • Teacher Observation 	<p>Grade 4</p> <p>2.5 A.1-4 B.1-4 C.1 E.1</p> <p>2.6 B.1-2</p> <p>Grades 5 & 6</p> <p>2.5 A.1-4 B.1-4 C.1 E.1</p> <p>2.6 B.1-2</p>

**TOWNSHIP OF FRANKLIN PUBLIC SCHOOLS
PHYSICAL EDUCATION CURRICULUM
GRADES 1 - 6 & SPECIAL EDUCATION**

SKILL AREA	STUDENT OBJECTIVE	EXAMPLE/ACTIVITIES	RESOURCE/MATERIALS	ASSESSMENT	NJ CORE CURRICULUM STANDARD
<u>SOFTBALL</u>	Students will be able to: <ul style="list-style-type: none"> • demonstrate kicking, running, and fielding skills; • demonstrate leadership; • follow the rules; • enjoy playing safely; • let all players have a turn; • demonstrate good sportsmanship; • take turns being captains. 	III. <u>GAMES</u> (continued) L. Kick Pin Ball (Grades 5 & 6) This game is played inside. It will have the same set up for Kick Ball except that a ten pin is placed inside and not on the base. The pitcher rolls the ball to the kicker, aiming at the ten pin. If the pin is knocked down by the ball or by the kicker, the kicker is out. If the kicker kicks the ball, he/she must run to each base without stopping, trying to beat the ball around the bases to score (no stopping). The fielders must throw to 1 st , 2 nd , and 3 rd bases, and home, in that order, knocking the pin down with their foot as they throw. If the pin goes down before the runner gets to the base, the runner is out. After 3 outs, the teams will change places. An out occurs when: <ul style="list-style-type: none"> - a fly ball is caught - the kicker hits or knocks down any pin (The kicker must run <u>all the way home</u> without stopping at any base in order to score. Each base must be touched without hitting the pin down.)	<ul style="list-style-type: none"> • 1 Slightly deflated 8 ½" Ball • 4 Bases • 4 Ten Pins 	<ul style="list-style-type: none"> • Teacher Observation 	<u>Grades 5 & 6</u> 2.5 A.1-4 B.1-4 C.1 D.1-3 E.1 2.6 B.1-2

**TOWNSHIP OF FRANKLIN PUBLIC SCHOOLS
PHYSICAL EDUCATION CURRICULUM
GRADES 1 - 6 & SPECIAL EDUCATION**

SKILL AREA	STUDENT OBJECTIVE	EXAMPLE/ACTIVITIES	RESOURCE/MATERIALS	ASSESSMENT	NJ CORE CURRICULUM STANDARD
<u>SOFTBALL</u>	Students will be able to: <ul style="list-style-type: none"> • use teamwork; • respect a Captain; • be fair and kind in playing; • drop a bat - not throw it; • catch and throw a softball using a glove; • swing a bat correctly; • run the bases correctly; • know the difference between underhand and overhand pitching; • know how and when a player is out; • know the difference between a force play and a tag play. 	III. <u>GAMES</u> (continued) M. Softball (Grades 4 - 6) Use Softball Rule Book to play a game.	<ul style="list-style-type: none"> • 1 Softball • 3 Bats • 4 Bases • 1 Face Mask • 6 Helmets • 2 Chest Protectors (girls & boys) 	<ul style="list-style-type: none"> • Teacher Observation 	<u>Grade 4</u> 2.5 A.1-4 B.1-4 C.1 D.1-3 2.6 B.1-2 <u>Grades 5 & 6</u> 2.5 A.1-4 B.1-4 C.1 D.1-3 E.1 2.6 B.1-2