PHYSICAL EDUCATION INSTRUCTIONS FOR DETERMINING BASELINES AND TARGETS FOR K – 6 STUDENTS

1. Teachers will test each student in each of the four grade level components.

Kindergarten	**1st Grade**	**2nd Grade**	**3rd Grade**
Hopping Jumping Skipping Galloping	Hopping Jumping Skipping Galloping	Sliding Overhead Throw Kicking Leaping	2-Handed Catching Kicking Overhand Throw Trapping

4th Grade	**5th Grade**	**6th Grade**
Trapping Throwing Kicking 2-Handed Catching	Trapping Throwing Kicking 2-Handed Catching	Trapping Throwing Kicking 2-Handed Catching

2. Teachers will then take the average of all four components based on the student's Performance Based Test Results. (This is the student's baseline score).

EXAMPLE:
Student A, a 1st Grader, is scored in each component and is placed in the appropriate Baseline Level group based on the average of all four scores:

Hopping – 1
Jumping – 2
Skipping – 1
Galloping – 3
Average – 1.75

BASELINE LEVEL	1	2	3	4
AVERAGE SCORE	0.0 – 2.3	2.4 – 2.6	2.7 – 3.4	3.5 – 4.0

EXAMPLE:
Student A would be placed in Baseline Level 1 based upon the average of all 4 components

3. Teacher will then write one target for each group that will incorporate all students in that group.

    EXAMPLE:

Teacher would write a target stating all 1ˢᵗ Grade students who are placed in a Level 1 based on the average in the four fitness components will increase to a Level 2 by the end of the school year.

(The targets you set for each group are completely up to you, but will be approved by your immediate supervisor and should exhibit a responsible level of rigor to them).

NOTE: USING THIS METHOD, TEACHERS WILL ONLY NEED TO DETERMINE 4 TOTAL TARGETS FOR ALL THEIR STUDENTS INSTEAD OF INDIVIDUALLY DETERMINING A TARGET FOR EACH STUDENT THEY SEE, WHICH COULD TOTAL IN THE HUNDREDS.