1. When given opportunities to walk laps for five minutes, \_\_\_\_\_ will jog a portion of each lap and increase the distance he is able to jog in 4 out of 5 data collection days.
2. When given opportunities to participate in kicking activities, \_\_\_\_\_ will work towards accurately kicking a ball between a 4 feet wide target in 8 of 10 trials in 4 out of 5 data collection days.

Obj #1: By November 30, 2015, \_\_\_\_\_ will kick 8 out of 10 trials ball between an 8 feet wide target in 8 of 10 trials in 4 out of 5 data collection days.

Obj #2: By February 28, 2016, \_\_\_\_\_ will kick a ball between an 6 feet wide target in 8 of 10 trials in 4 out of 5 data collection days.

Obj #3: By June 6, 2016, \_\_\_\_\_ will kick a ball between a 4 feet wide target in 8 of 10 trials in 4 out of 5 data collection days.

1. When given opportunities to participate in throwing/catching activities, \_\_\_\_\_ will increase his hand-eye coordination by catching a ball from 10 feet away, in 8 out of 10 trials in 4 out of 5 data collection days.

Obj #1: By November 30, 2015, \_\_\_\_\_ will catch a ball from 5 feet away in 8 out of 10 trials in 4 out of 5 data collection days.

Obj #2: By February 28, 2016, \_\_\_\_\_ will catch a ball from 8 feet away in 8 out of 10 trials in 4 out of 5 data collection days.

Obj #3: By June 6, 2016, \_\_\_\_\_ will catch a ball from 10 feet away in 8 out of 10 trials in 4 out of 5 data collection days.

1. When given opportunities to complete scooter activities, \_\_\_\_\_ will increase \_\_\_ muscular strength and endurance by increasing the distance \_\_\_\_ can travel sitting on a scooter in 4 out of 5 data collection days.
2. When given opportunities to throw objects (balls, bean bags), \_\_\_\_\_ will increase how far \_\_\_\_\_ is able to throw objects up to 6 feet, in 8 out of 10 trials, in 4 out of 5 data collection days.

Obj #1: By November 30, 2015, \_\_\_\_\_ will throw objects up to 2 feet, in 8 out of 10 trials, in 4 out of 5 data collection days.

Obj. #2: By February 28, 2016, \_\_\_\_\_ will throw objects up to 4 feet, in 8 out of 10 trials, in 4 out of 5 data collection days.

Obj #3: By June 6, 2016, \_\_\_\_\_ will throw objects up to 6 feet, in 8 out of 10 trials, in 4 out of 5 data collection days.

1. \_\_\_\_\_ will independently demonstrate large muscle control by placing 5 assorted objects in a container 3 out of 4 times.
2. \_\_\_\_\_ will demonstrate small muscle control and hand-eye coordination by rolling a ball to a peer or an adult from a distance of 5 feet 3 out of 4 times.
3. \_\_\_\_\_\_\_\_ will increase ability to place and release object balanced on top of another object with either hand 7 out of 10 trials, in 4 out of 5 data collection days.

Benchmark #1: Place and release an object onto another object of the same size.

Benchmark #2: Release hand-held object onto and/or into a larger target with either hand.

Benchmark #3: Release hand-held object with each hand onto another object to balance.

1. When presented a target of a basketball goal picture, no more than 10 feet away, \_\_\_\_\_ will throw a given object (ie ball) towards the target and successfully hitting the target in 4 out of 5 trials.
2. When presented with a basketball goal at no more than 9 feet in height, \_\_\_\_\_ will make a shot towards the goal and successfully make the shot in 4 out of 5 trials.
3. When given opportunities to participate in game activities, \_\_\_\_\_ will be able to combine endurance and gross motor skills in order to engage in games with 2-3 motor steps, in 4 out of 5 data collection days.
4. Given oral directions, \_\_\_\_\_\_\_\_\_\_\_ will propel a ball or beanbag, with dominant hand towards a target, (hoop or bucket), from 10 feet without assistance, in 8 out of 10 trials.

Obj #1: By November 30, 2015, \_\_\_\_\_\_\_\_\_\_\_ will propel a ball or beanbag towards a target, (hoop or bucket), from 2 feet without assistance, in 8 out of 10 trials in 4 out of 5 data collection days.

Obj. #2: By February 28, 2016, \_\_\_\_\_\_\_\_\_\_\_ will propel a ball or beanbag towards a target, (hoop or bucket), from 4 feet without assistance, in 8 out of 10 trials in 4 out of 5 data collection days.

Obj #3: By June 6, 2016, \_\_\_\_\_\_\_\_\_\_\_ will throw objects up to 6 feet, in 8 out of 10 trials, in 4 out of 5 data collection days.

1. \_\_\_\_\_\_\_ will repeat consecutive locomotor skills for a distance of 25 feet while changing directions in 8 out of 10 trials, in 4 out of 5 data collection days.

Benchmark #1: Gallop taking a step forward with the lead foot followed by a step with the trailing foot to a position adjacent to or behind the lead foot in 4 out of 5 trials.

Benchmark #2: Hop 10 times on each foot by bending the knee of the non-support leg and keeping the non-support foot behind the body in 4 out of 5 trials.

Benchmark #3: Jump with a two-foot take-off with both feet clearing the floor for 10 times in 4 out of 5 trials.

1. While participating in Physical Education, \_\_\_\_\_\_\_\_\_\_\_ will increase her ball handling skills in 4 out of 5 data collection days.

Benchmark #1: \_\_\_\_\_\_\_\_\_\_\_ will pick up and grasp objects of various sizes with both hands, on 4 out of 5 trials.

Benchmark #2: \_\_\_\_\_\_\_\_\_\_\_ will release and propel objects of various sizes with both hands, on 4 out of 5 trials.

1. While participating in Physical Education, \_\_\_\_\_\_\_\_\_\_\_ will participate in structured activities to increase her strength and flexibility of her arms in 4 out of 5 data collection days.

Benchmark #1: \_\_\_\_\_\_\_\_\_\_\_ will participate in a stretching program to increase flexibility in her right and left arms by doing 10 repetitions for 5 sets.

Benchmark #2: \_\_\_\_\_\_\_\_\_\_\_ will participate in a strengthening program to improve strength using 1 pound weights by doing 10 repetitions for 5 sets.

Benchmark #3: \_\_\_\_\_\_\_\_\_\_\_ will participate in a strengthening program to improve strength using 2 pound weights by doing 10 repetitions for 5 sets.

1. \_\_\_\_\_\_\_\_ will throw overhand by transferring weight to a target of a width of 2 feet in 4 out of 5 data collection days.

Benchmark #1 Throw a ball.

Benchmark #2 Throw with a downward arc of the throwing arm initiating the windup, and a rotation of hip and shoulder to a point where the non-dominant side faces an imaginary target.

Benchmark #3 Throw with one foot forward.

Benchmark #4 Throw, transferring weight by stepping with the foot opposite the throwing hand (bilateral throw).

Benchmark #5 Throw using a mature bilateral throw with throwing arm following through diagonally across the body.

1. Given oral directions, \_\_\_\_\_\_\_\_ will strike a ball using Physical Education equipment in 8 out of 10 trials, in 4 out of 5 data collection days

Benchmark #1: \_\_\_\_\_\_\_\_\_ will swing a pool noodle and hit ball off a batting “T.

Benchmark #2: \_\_\_\_\_\_\_\_\_ will swing a pool noodle and hit a ball attached with string to a higher object.

1. (VI) Given oral directions, \_\_\_\_\_\_\_\_ will strike a jingle ball using Physical Education equipment in 8 out of 10 trials, in 4 out of 5 data collection days
2. Benchmark #1: \_\_\_\_\_\_\_\_ will swing a pool noodle and hit a jingle ball off a batting “T” that has a beeper attached.
3. Benchmark #2: \_\_\_\_\_\_\_\_ will swing a bat and hit a jingle ball off a batting “T” that has a beeper attached.
4. Benchmark #3: \_\_\_\_\_\_\_\_ will swing a pool noodle and hit a jingle ball attached with string to a higher object.
5. Benchmark #4: \_\_\_\_\_\_\_\_ will swing a bat and hit a jingle ball attached with string to a higher object.
6. (VI) When given opportunities to participate in game activities, \_\_\_\_\_\_\_\_ will be able to combine multiple skills in order to engage in games with 2-3 motor steps, in 4 out of 5 data collection days.

Benchmark #1: \_\_\_\_\_\_\_ will be able to kick/strike a jingle ball.

Benchmark #2: \_\_\_\_\_\_\_ will be able to run from Point A to Point B with a beeper attached to bases.

Benchmark #3: \_\_\_\_\_\_ will be able to kick/strike a jingle ball then run from Point A to Point B with beeper attached to bases.

1. Given oral directions, \_\_\_\_\_\_ will use a bowling ramp to accurately push a ball towards an auditory target at a distance of 5 feet in 8 out of 10 trials

Benchmark #1: With oral directions and hand-over-hand assistance, \_\_\_\_\_\_ will place a hand on a bowling ball that is on a ramp, to push the ball accurately towards an auditory target at a distance of 3 feet in 8 out of 10 trials.

Benchmark #2: With oral directions and hand-over-hand assistance, \_\_\_\_\_\_ will place a hand on a bowling ball that is on a ramp, to push the ball accurately towards an auditory target at a distance of 5 feet in 8 out of 10 trials.

Benchmark #3: With oral directions, \_\_\_\_\_\_ will independently push a ball accurately down a bowling ramp towards an auditory target at a distance of 3 feet in 8 out of 10 trials.

Benchmark #4: With oral directions, \_\_\_\_\_\_ will independently push a ball accurately down a bowling ramp towards an auditory target at a distance of 5 feet in 8 out of 10 trials.

1. Given oral directions, \_\_\_\_\_\_ will accurately roll a jingle ball to a partner at a distance of 4 feet for 10 consecutive passes in 8 out of 10 trials.

Benchmark #1: With oral directions and hand-over-hand assistance, \_\_\_\_\_\_ will place a hand on a ball to push it accurately towards a partner at a distance of 2 feet in 8 out of 10 trials.

Benchmark #2: With oral directions and hand-over-hand assistance, \_\_\_\_\_\_ will place a hand on a ball to push it accurately towards a partner at a distance of 4 feet in 8 out of 10 trials.

Benchmark #3: With oral directions, \_\_\_\_\_\_ will roll a ball independently towards a partner at a distance of 2 feet in 8 out of 10 trials.

Benchmark #4: With oral directions, \_\_\_\_\_\_ will roll a ball independently towards a partner at a distance of 4 feet in 8 out of 10 trials.

1. Given oral directions, \_\_\_\_\_\_ will independently trap a rolled jingle ball from a partner at a distance of 4 feet for 10 consecutive passes in 8 out of 10 trials.

Benchmark #1: With oral directions and hand-over-hand assistance, \_\_\_\_\_\_ will trap a rolled jingle ball from a partner at a distance of 2 feet in 8 out of 10 trials.

Benchmark #2: With oral directions and hand-over-hand assistance, \_\_\_\_\_\_ will trap a rolled jingle ball from a partner at a distance of 4 feet in 8 out of 10 trials.

Benchmark #3: With oral directions, \_\_\_\_\_\_ will trap a rolled jingle ball from a partner at a distance of 2 feet in 8 out of 10 trials.

Benchmark #4: With oral directions, \_\_\_\_\_\_ will trap a rolled jingle ball from a partner at a distance of 2 feet in 8 out of 10 trials.