Union Academy  
Physical Education  
2020-2021  

Teacher: Mr. Similton  
Meeting Days/Times: Virtual  
Email Address: dsimilton@unionacademy.org  
Mon thru Thurs/make up or catch day on Friday  

Course Curriculum: Intramural Booklet and video done by Dale Similton  

Required Equipment: UA athletic shirt, appropriate length shorts or athletic pants and tennis shoes  

Course Objectives:  
- The student will be able to function as a part of a team in cooperative games.  
- The student will be able to demonstrate advanced locomotor movements and skills.  
- The student will function with better hand-eye coordination.  
- The student will be able to incorporate strategic thinking at a faster rate of speed through competition with other students.  

Course Description:  
Physical Education for grades 5th, 6th, 7th and 8th is designed to increase the awareness of physical exercise as a means of maximizing ones productivity and wellness. It is the final phase of development where the student can now apply the locomotive skills achieved in prior grades. The emphasis is placed on fun and excitement through intramural sports to level the playing field for students, regardless of their athletic abilities. This is done in an effort to make exercise enjoyable and worth repeating while at the same time teaching proper participation and teamwork through wholesome competition, with an understanding of upholding our Courage, Character, and Community standards.  

Communications:  
Students must use their Canvas account or their student email to communicate with their teacher (dsimilton@unionacademy.org). Students are expected to be comfortable with communicating via email and with sending and receiving attachments.  

Honor Code:  
Union Academy PE supports the basic principles of Courage, Character, and Community as the standards which our students should reflect during PE whether they win or lose.  

Course Requirements  

Attendance:  
Your presence in class is highly valued. Students are expected to attend all live class meetings. Regular attendance will allow you to earn better grades in the course. **UA policy requires that any student who misses more than 11 of the class meetings (for ANY reason) will not receive credit for this course. (Subject to change based on virtual or Hybrid)**  

Tardy Policy: **(Subject to change based on virtual or Hybrid)**  
Students who arrive after the bell has rung without an excused pass from another teacher or an administrator will be considered tardy. Students will be given a warning for the first tardy and extra physical exercises (e.g., running laps) for additional tardies.
Class Participation:
All students must dress out in their PE uniforms for each class. Their participation is essential to the success of the course because PE is based upon 80% participation and 20% dressing out. Students are encouraged to participate in an appropriate and respectful manner. Class participation includes being involved in class discussions, making constructive comments to a fellow classmate regarding his/her effort during PE games, and by showing good sportsmanship at all times.

Medical Excuses: Parent notes to be excused from class are only good for two days. Any injury after the second day must have a Doctor’s note to be given to the school Nurse.

Class Behavior:
All Students conduct should adhere to the Union Academy Student Handbook.

Grading Policy:

<table>
<thead>
<tr>
<th>Activity</th>
<th>% of grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dressing Out</td>
<td>20%</td>
</tr>
<tr>
<td>Participation</td>
<td>80%</td>
</tr>
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Union Academy PE Grading scale:

A  90-100
B  80-89
C  70-79
D  60-69
F  50-59

Course Outline:

First Quarter
- Introduction to relationship building
- Building teams
- Playing relay type games to build unity
- Playing games to build team spirit.
- Establish solid sportsmanship in each student by allowing them to win and lose
- Building courage, character, and community at all times

Second, Third & Fourth Quarters
- Advanced games which will allow them to build courage, character, and community
- Establish solid teamwork through large team games
- Games they will challenge their over skills running, jumping, and Cognitive process