

Curriculum Expectations

Primary Learner	Junior Learner	Intermediate Learner
<p>Strand A: Social-Emotional Learning Skills</p> <ul style="list-style-type: none"> • A1.2 Stress Management and Coping • A1.6 Critical and Creative Thinking <p>Strand B: Active Living</p> <ul style="list-style-type: none"> • B2.2 Health benefits of being physically active (grade 1) • B2.2 Activities to improve heart and lung health (grade 2) • B2.2 Benefits of improved cardiorespiratory fitness (grade 3) • B2.4 Personal and group goal setting related to physical activity • B3.1 Behaviours and procedures that maximize safety to self and others, and minimize risk of concussion 	<p>Strand A: Social-Emotional Learning Skills</p> <ul style="list-style-type: none"> • A1.2 Stress Management and Coping • A1.6 Critical and Creative Thinking <p>Strand B: Active Living</p> <ul style="list-style-type: none"> • B2.3 Exertion, self-assessment, intrinsic, extrinsic factors • B2.3 Assessment and monitoring of health-related fitness • B2.4 Developing and implementing personal fitness plans • B3.1 Behaviours and procedures that maximize safety to self and others, and minimize risk of concussion 	<p>Strand A: Social-Emotional Learning Skills</p> <ul style="list-style-type: none"> • A1.2 Stress Management and Coping • A1.6 Critical and Creative Thinking <p>Strand B: Active Living</p> <ul style="list-style-type: none"> • B2.4 Developing a fitness plan to meet a fitness goal • B3.1 Behaviours and procedures that maximize safety to self and others, and minimize risk of concussion

<p>Strand C: Movement Competence</p> <ul style="list-style-type: none"> • C1.4 Sending objects (grade 1) • C1.4 Sending and receiving (grade 2, 3) • C2.2 Categories of games and activities - common features and strategies 	<p>Strand C: Movement Competence</p> <ul style="list-style-type: none"> • C1.4 Sending objects (grade 4, grade 5) • C1.3 Sending and receiving (grade 6) • C2.2 Categories of games and activities - common features and strategies • C2.3 Tactical solutions to increase success in activities 	<p>Strand C: Movement Competence</p> <ul style="list-style-type: none"> • C1.3 Sending, receiving and retaining • C1.4 Phases of movement • C2.2 Categories of games and activities - common features and strategies (grade 7) • C2.2 Categories of games and activities - connection between skills, concepts and strategies (grade8) • C2.3 Tactical solutions to increase success in activities
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