

Areas to Explore in Your Needs Assessment

~Physical Education~

New Hampshire State Department of Education

Title IV, Part A

Consider these planning options to make updates and improvements to Physical Education programs using the Future-Ready Framework. These ideas are applicable to more than one gear. The obvious connection is to the Curriculum/Instruction/Assessment gear; other gears such as Community Partnerships (think community-based fun-runs); Personalized Professional Development; Budget and Resources; and Use of Time and Space may also apply. All Title IV, Part A requests must be supplemental to current programs and go beyond what is required by state and local policy (e.g. Ed 306, *Minimum Standards for School Approval*) or previously planned for expenses at the local level. Each item relates to competency-based arts education and/or personalized learning opportunities for students.

Physical Education

Review and learn from *Opportunity to Learn Standards* by SHAPE, the Society for Health and Physical Education (<https://www.shapeamerica.org/standards/guidelines/opportunity.aspx>)

- Purchase new curricular materials if not already budgeted
- Supplement K-12 physical education resources
- Purchase technology for students (fit-bits; computer-based fitness testing programs; heart-rate monitors)
- Support or expand PE curricular-related field trips that are not already part of the regular experience for students
- Support content specific professional development (such training in competency-based physical education or assessment for physical education)
- Re-design the physical education program to a choice-based, student-centered curriculum
- Re-design Health and Physical Education (Wellness) curricula to a culturally-relevant program incorporating Social-Emotion learning programs and community mental health resources
- Add new physical education courses or curricular opportunities:
 - Winter sports
 - Ropes course (including equipment, installation, training)
 - Circus skills and stunts
 - Walking program