

Standard Code	Standards
ELK-PE-FM-BMG.01.00.0	Demonstrate introductory individual stunts (crab walk, bear walk, balance).
ELK-PE-FM-DG.01.00.0	Demonstrate cooperation with partners and small groups to accomplish a game objective: dodging, fleeing.
ELK-PE-FM-LS.01.00.0	Demonstrate the correct form of three locomotor skills.
ELK-PE-FM-MC.01.00.0	Identify relationship with body parts-fast, slow movements.
ELK-PE-FM-MC.02.00.0	Performing locomotor movements.
ELK-PE-FM-MC.03.00.0	Recognize the difference between general and personal space.
ELK-PE-FM-MS.01.00.0	Demonstrate manipulative skills in a stationary position.
ELK-PE-FM-NLS.01.00.0	Demonstrate selected non-locomotor skills. Swinging, swaying, twisting, pushing, pulling
ELK-PE-PF-BS.01.00.0	Identify major body parts (i.e. head, neck, arms).
ELK-PE-PF-HRSR.01.00.0	Tell what it means to be fit.
ELK-PE-PF-P.01.00.0	Demonstrate safe use of general and personal space.
ELK-PE-PSB-PSR.01.00.0	Demonstrate the ability to share, be cooperative and safe with others.
ELK-PE-PSB-T.01.00.0	Demonstrate how to seek adult help when and injury has occurred.
ELK-PE-RD-C.01.00.0	Demonstrate the ability to use your body as a means of expression (i.e. snowman melting).