

PE Central Presenter
Steve Shelton
Workshop Titles and Descriptions

“Progressive Game Stages: Taking Students to the Next Level of Performance”

When the games begin, the teaching shouldn't end! Experience how to move your students through specific stages of game play and use carefully designed task progressions to take learners from one level of performance to another level of performance. Participants will experience how to differentiate tasks so students actually learn new motor and sports skills in physical education. 1-3 hours

“Elementary Evidence”

During this activity session you will discover user-friendly ways of generating data that can be analyzed as you continue to create an evidence-based elementary physical education program and justify program existence with quantifiable outcomes. Participants will discover how to document learning while evaluating students during regular activity with the use of “Elementary Evidence.” 1 – 2 hours

“Cooperative Experiences”

Learn and experience how to develop teamwork between students using proven initial/icebreakers, cooperative/problem-solving, and trust/risk-taking activities. Participants will discover how to enhance communication skills and responsible behaviors in physical education with the use of these exciting “Cooperative Experiences.” 3-6 hours

“Effective Teaching: How Teachers and Students Should Spend Time in the Gym”

Witness systematic evidence of effective teaching and how you can use the same method to determine the effectiveness of your own teaching and the impact of appropriate teaching behaviors on student learning. Are your students actually learning by practicing with success? How can some teaching behaviors actually hinder learning? This session will help novice and veteran teachers alike better define the nature of good instruction. 1 – 1 ½ hours

“Moving (and Learning) Across the Curriculum: Integrating Core Content in the Gym”

This session is designed to help kinesthetic learners who enjoy moving while exploring classroom-related topics. Help your students learn more about numbers, place value, addition, subtraction and fractions. Chasing and fleeing games will be based on participants answering math questions correctly. Help your students learn to read map legends as they explore the gym with colorful equipment used as landmarks and learn to solve math-related problems and equations while on the move. If your students might enjoy problem-solving, cooperating, communicating, and thinking quickly while getting exercise then this session is for you (and them). 1 hour

“The ABCs of Movement: Exciting Physical Activity Ideas for Young Children”

This session is designed for physical education and elementary classroom teachers who work with young children in a school setting and who may be required to design and deliver instruction for basic games and activities that are engaging for ages 4 – 12. Emphasis will be given to updating many “old school” games and integrating core content into activities for kinesthetic learners. Participants should dress to be active and ready to have fun! 1 – 1 ½ hours

“Instant Activities”

Get your students moving right away with these low-organized activities that allow for immediate movement at the beginning of each class. Experience a wide variety of activities that will quickly get students moving, elevate heart rates and core body temperatures, maximize range of motion, excite motor units and kinesthetic awareness, and/or enhance health- and performance-related fitness. 1 – 2 hours

“4 Square 2 the Max”

4-Square is a fast-paced game that requires eye-hand coordination and strategic thinking skills. Learn the language of 4-Square by avoiding a "two-bad" and playing variations such as "double taps," "body language," and "black jack." Take 4-Square 2 the Max...and back to your students after this session. 1 hour