

**ACP Blueprint
Physical Education 7 & 8
Semester 1, 2023–2024**

Test Code	Year	Form
7480	23	3
Last Revision Date: 05/03/2023		

SE Descriptions	TEKS/SE	No. of Items	% of Test
1. Movement Patterns and Movement Skills. Apply correct jumping and landing technique during dynamic activities, game situations, and sports.	7.1B 8.1B	3	8%
2. Movement Patterns and Movement Skills. Move between positions with controlled balance during dynamic activities, game situations, and sports.	7.2A 8.2A	3	8%
3. Movement Patterns and Movement Skills. Apply correct technique in kicking and punting with control, distance, and accuracy during game situations and sports.	7.3E	2	5%
4. Movement Patterns and Movement Skills. Apply correct technique in volleying with both control and accuracy during game situations and sports.	7.3F 8.3F	2	5%
5. Movement Patterns and Movement Skills. Apply correct technique when striking an object with speed, accuracy, force, and distance during game situations and sports.	7.3G 8.3G	2	5%
6. Health, Physical Activity, and Fitness. Apply offensive and defensive strategies used in net or wall, invasion, target, striking, and fielding games and sports.	7.6A 8.8A	2	5%
7. Performance Strategies. Demonstrate self-responsibility and appropriate sporting behavior in game situations and sports.	7.6C	2	5%
8. Health, Physical Activity, and Fitness. Apply basic frequency, intensity, time, and type (FITT) principle in a variety of aerobic and anaerobic activities.	7.8B	4	10%
9. Health, Physical Activity, and Fitness. Apply health-related and skill-related fitness components and explain how each component impacts personal fitness.	7.8C	5	13%
10. Health, Physical Activity, and Fitness. Monitor and evaluate personal fitness goals and make appropriate changes for improvement.	7.9B 8.9B	2	5%
11. Health, Physical Activity, and Fitness. Evaluate healthy food choices that show a balanced daily intake of macronutrients to enhance physical performance.	7.10A	3	8%
12. Health, Physical Activity, and Fitness. Perform, without cue, the selection and use of proper attire and safety equipment that promote safe participation and prevent injury in dynamic activities, games, and sports.	7.11A 8.11A	2	5%
13. Health, Physical Activity, and Fitness. Perform, without cue, the correct safety precautions, including water, sun, cycling, skating, and scooter safety.	7.11B	4	10%

SE Descriptions		TEKS/SE	No. of Items	% of Test	
14. Social and Emotional Health. Develop and apply a plan of action and make effective decisions when faced with challenges, obstacles, or difficulties during game situations and sports.		7.14* 8.14*	2	5%	
15. Lifetime Wellness. Implement a plan using available technology to participate in moderate to vigorous physical activity for a sustained period of time on a regular basis.		7.16A 8.16A	2	5%	
Item Types by Point	1-point items (MC & TE Items)	37	Total	40	100%
	2-point items (TE Items only)	3			
	Total	43			

Note: *SE is part of the TEKS strand. ~~Strikethrough~~ text indicates specified content not measured for this assessment. Percentages are rounded to the nearest whole number. ACPs are administered online, with DAN.

DAN/STAAR Tech-Enhanced (TE) Items Comparison

DAN TE Item Type	Definition	STAAR TE Item Type
Multiple Choice (MC)	Requires students to select one correct answer from several answer choices.	Multiple Choice
Inline Choice (IC)	Requires students to select the correct response from one or more dropdown menus within the question.	Inline Choice
Multiple Response (MR)	Requires students to select two or more correct answers from several answer choices.	Multiselect

*This test will include only a selection of the tech-enhanced item types listed.