

ASPECT		End of Kindergarten Cluster 1	Resources
MOVEMENT COMPETENCIES Involves developing proficiency in object control, stability and locomotor skills to sequence movement in a wide variety of physical activity settings. Stal skill	ability ills	Holds stable body position for 5 seconds, e.g. static balance  Demonstrates stable head and trunk position while stationary  Demonstrates introductory components of stability skills, e.g. non-support leg bent and not touching support leg when performing static balance	Get Skilled: Get Active — Static Balance video <observation> Joel demonstrates stable head and trunk position while stationary  Fundamental movement skills in action (DoE) - easy to print teaching cards that include a warm up activity and support teachers to explicitly teach the 12 fundamental movement skills  Movement games: making body shapes cards <pre>cplanning</pre> and lesson delivery&gt; cards to use a stimulus for students to explore balance and stability  Using noodles for balance activities — video <lesson delivery=""> a video to demonstrate a range of simple tasks to develop and explore balance  Get Skilled Get Active Observing FMS checklists <observation> advice on observing FMS and checklists for each of the 12 FMS to assist you in observing the skill components  Get Skilled: Get Active — Fundamental Movement Skills overview and images <a href="casessment">casessment</a> and observation&gt; overview of each FMS with images to show components  Get Skilled: Get Active — Assessing Fundamental Movement Skills <a href="casessment">cassessment&gt; advice on assessing FMS and making consistent judgements</a>  Get Skilled: Get Active — FMS planning guide <planning and="" delivery="" lesson=""> a guide for introducing and consolidating FMS in early years</planning></observation></lesson></observation>





ASPECT	End of Kindergarten Cluster 1	Resources
Object control skills	Keeps eyes focused to track an object when receiving Propels an object with force towards a target area Demonstrates ready position for skills, e.g. standing side on to target area when ready for two hand strike Demonstrates introductory components of object control skills, e.g. hands move to meet the object when catching	<ul> <li>Get Skilled: Get Active – Catch video <observation> Daniel demonstrates eyes focused to track an object when receiving</observation></li> <li>Get Skilled: Get Active – Overarm throw video <observation> Bradley propels an object with force towards a target area</observation></li> <li>Fundamental movement skills in action (DoE) - easy to print teaching cards that include a warm up activity and support teachers to explicitly teach the 12 fundamental movement skills</li> <li>Get Skilled Get Active Observing FMS checklists <observation> advice on observing FMS and checklists for each of the 12 FMS to assist you in observing the skill components</observation></li> <li>Get Skilled: Get Active – Fundamental Movement Skills overview and images <assessment and="" observation=""> overview of each FMS with images to show components</assessment></li> <li>Get Skilled: Get Active – Assessing Fundamental Movement Skills <assessment> advice on assessing FMS and making consistent judgements</assessment></li> <li>Get Skilled: Get Active – FMS planning guide <planning and="" delivery="" lesson=""> a guide for introducing and consolidating FMS in early years</planning></li> </ul>





ASPECT		End of Kindergarten Cluster 1	Resources
	Locomotor skills	Moves rhythmically from one point to another, e.g. skipping  Demonstrates introductory components of locomotor movement skills, e.g. high knee lift when running	Get Skilled: Get Active — Skip video <observation> Brooke moves rhythmically from one point to another      Fundamental movement skills in action (DoE) - easy to print teaching cards that include a warm up activity and support teachers to explicitly teach the 12 fundamental movement skills      Get Skilled Get Active Observing FMS checklists <observation> advice on observing FMS and checklists for each of the 12 FMS to assist you in observing the skill components      Get Skilled: Get Active — Fundamental Movement Skills overview and images <a href="#assessment"><a href="#assessment"></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></observation></observation>





ASPECT		End of Kindergarten Cluster 1	Resources
TACTICAL MOVEMENT Includes understanding of physical activity contexts, rules and tactics. This	Thinking in action	Participates within the rules of physical activities	How can I use tactics to be successful in games? - ES1 - unit where students explore various tactics incorporating movement, space, time, equipment and rules to improve their chance of success in territory games.
understanding is used to plan for tactical movement and demonstration of critical and creative thinking through movement.	Knowledge of physical activity contexts	Identifies rules and tactics within a physical activity	How can I use tactics to be successful in games? - ES1 - unit where students explore various tactics incorporating movement, space, time, equipment and rules to improve their chance of success in territory games.





ASPECT		End of Kindergarten Cluster 1	Resources
MOTIVATION AND BEHAVIOURAL SKILLS Includes	Persistence and independence	Participates in a range of new and unfamiliar physical activities with encouragement and assistance  Demonstrates willingness to try new physical activities	Fast start sport and physical activity cards. Fast start sport and activity cards support teachers to provide students with an opportunity to engage in moderate to vigorous activity within the first few minutes of the lesson.
persistence, initiative and working independently in	Values and attitudes	Participates in physical activities that they enjoy	Playing for life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop skills through minor and modified games.
physical activity settings with a focus on the values, attitudes and behavioural skills to plan for and participate in life long physical activity.	Behavioural skills	Reflects on how they feel after physical activity with guidance, e.g. energised, refreshed, happy  Recognises the difference between being physically active and being sedentary  Recognises that physical activity can take place in a range of different environments  Identifies and understands the immediate effects of physical activity on the body, e.g. heart racing, breathing quickly, feeling hot	Exit slips and assessment as learning examples <assessment> uses an exit slip to describe their participation, the effects of physical activity on the body and their emotions after physical activity</assessment>





ASPECT		End of Kindergarten Cluster 1	Resources
PERSONAL AND SOCIAL ATTRIBUTES Includes safety, cooperation, communication and	Safety	Recalls rules related to procedures and safety in physical activities  Follows instructions about safe practices with prompting, e.g. controls equipment	How can I use tactics to be successful in games? - ES1 - unit where students explore various tactics incorporating movement, space, time, equipment and rules to improve their chance of success in territory games.
conflict resolution within physical activity settings with a focus on inclusion	Conflict resolution	Actively seeks assistance to negotiate unresolved conflict in physical activity	Playing for life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop skills through minor and modified games.
of others and respectful participation in physical activity and other contexts.	Inclusion	Demonstrates consideration and cooperative behaviour towards others when prompted during physical activity	How can I use tactics to be successful in games? - ES1 - unit where students explore various tactics incorporating movement, space, time, equipment and rules to improve their chance of success in territory games.
	Cooperation and communication	Communicates ideas when working with others during physical activity  Demonstrates willingness to work with a partner during physical activity	Playing for life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop skills through minor and modified games.





ASPECT		End of Year 2 Cluster 2	Resources
	Stability skills	Balances on a stationary unstable object, e.g. fit ball  Demonstrates stable head and trunk position while moving, e.g. leap  Demonstrates correct head and trunk position and coordination of arms and legs to remain stable  Demonstrates proficiency in stability skills when practised in isolation	Get Skilled: Get Active – Static balance video – <observation> Samantha demonstrates proficiency in the static balance      Fundamental movement skills in action (DoE) - easy to print teaching cards that include a warm up activity and support teachers to explicitly teach the 12 fundamental movement skills      Fundamental Movement Skills in Action – <observation> static balance &amp; vertical jump card 1-2      Get Skilled: Get Active – Hop video - <observation> Yasser demonstrates stable head and trunk position while hopping      Get Skilled Get Active Observing FMS checklists <observation> advice on observing FMS and checklists for each of the 12 FMS to assist you in observing the skill components      Get Skilled: Get Active – Fundamental Movement Skills overview and images <a href="assessment"><a href="assessment"></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></a></observation></observation></observation></observation>





End of Year 2 **ASPECT** Resources Cluster 2 Get Skilled: Get Active - Two hand strike video - <observation> Liam uses hip then shoulder rotation and transfers body weight to propel an object with force Get Skilled: Get Active - Overarm throw video - <observation> Kristen uses correct body position and follow through when throwing overarm Get Skilled: Get Active - Kick video - < observation > Madison uses correct body position and follow through when kicking Get Skilled: Get Active - Catch video - <observation> Daniel demonstrates proficiency in catch Get Skilled: Get Active - Overarm throw video - <observation> Kristen demonstrates proficiency in overarm throw Get Skilled: Get Active - Kick video -< observation> Madison demonstrates proficiency in kick Get Skilled: Get Active - Two hand strike video - <observation> Liam Uses hip then shoulder rotation and transfers body weight to demonstrates proficiency in catch propel an object with force, e.g. throwing or striking Fundamental movement skills in action (DoE) - easy to print teaching cards that include a warm up activity and support teachers to explicitly teach the 12 Object Uses correct body position and follow through when propelling fundamental movement skills and receiving objects, e.g. kicking leg follows through high control Athletics - S1 <planning and lesson delivery> unit to develop object control skills towards target area through athletics related activities skills Game skills - S1 <planning and lesson delivery> unit to develop the leap, the Demonstrates proficiency in object control skills when practised in kick, the two-hand strike and the dodge isolation Demonstrating FMS with equipment in minor games S1 <assessment> assesses the components of the catch and overarm throw whilst appropriately using equipment and working cooperatively with others Get Skilled Get Active Observing FMS checklists <observation> advice on observing FMS and checklists for each of the 12 FMS to assist you in observing the skill components Get Skilled: Get Active – Fundamental Movement Skills overview and images <assessment and observation> overview of each FMS with images to show Get Skilled: Get Active - Assessing Fundamental Movement Skills <assessment> advice on assessing FMS and making consistent judgements Get Skilled: Get Active - FMS planning guide <planning and lesson delivery> a guide for introducing and consolidating FMS in early years





ASPECT		End of Year 2 Cluster 2	Resources
	_ocomotor skills	Demonstrates correct coordination of arms and legs to propel the body, e.g. arms drive forward and back in opposition to legs when running  Uses correct landing position, e.g. landing on balls of feet with knees bent to absorb force  Demonstrates proficiency in locomotor movement skills when practised in isolation	Skipping competence video — <observation> shows the difference between moving rhythmically from one point to another (Cluster 1) and correct coordination of arms and legs to propel the body (Cluster 2)  Get Skilled: Get Active — Vertical Jump video - <observation> Troy bends his knees and absorbs force when jumping  Observation posters (Intranet only) — <observation> Vertical jump image  Get Skilled: Get Active — Skip video — <observation> Natalie demonstrates proficiency in skip  Get Skilled: Get Active — Sprint run video — <observation> Tahlia demonstrates proficiency in sprint run  Get Skilled: Get Active — Hop video — <observation> Tahlia demonstrates proficiency in hop  Get Skilled: Get Active — Side Gallop video — <observation> Nina demonstrates proficiency in side gallop  Get Skilled: Get Active — Leap video — <observation> Georgia demonstrates proficiency in leap  Fundamental movement skills in action (DoE) — easy to print teaching cards that include a warm up activity and support teachers to explicitly teach the 12 fundamental movement skills  Get Skilled: Get Active Observing FMS checklists <observation> advice on observing FMS and checklists for each of the 12 FMS to assist you in observing the skill components  Get Skilled: Get Active — Fundamental Movement Skills overview and images <a and="" observation="" sessesment=""> overview of each FMS with images to show components  Get Skilled: Get Active — Assessing Fundamental Movement Skills <a sessessment=""> advice on assessing FMS and making consistent judgements  Get Skilled: Get Active — FMS planning quide <planning and="" delivery="" lesson=""> a guide for introducing and consolidating FMS in early years</planning></a></a></observation></observation></observation></observation></observation></observation></observation></observation></observation>





ASPECT		End of Year 2 Cluster 2	Examples
	Thinking in action	Applies different movement skills and concepts to achieve success within the rules of a physical activity, e.g. uses dodge to avoid others and move into space	<ul> <li>How can I use tactics to be successful in games? S1- Students explore various tactics incorporating movement, space, time, equipment and rules to improve their chance of success in territory games</li> <li>Four corner <planning and="" delivery="" lesson=""> activity to practise defending an area, off the ball play, moving into space, passing and receiving</planning></li> <li>Chinese gates <planning and="" delivery="" lesson=""> activity to practise defending an area as a group</planning></li> <li>Court movement <planning and="" delivery="" lesson=""> activity to support moving opposition into space and placing object into another space (net wall games). Use appropriate equipment to suit movement competencies, e.g. Bean bags, small and medium bounce balls. Progress to paddle bat and other racquet/ ball/ shuttle options as movement competencies develop.</planning></li> <li>Playing for life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop skills through minor and modified games.</li> <li>Introducing basic invasion game tactics <lesson delivery=""> lesson plan and activity sequence football skills and concepts</lesson></li> </ul>





ASPECT		End of Year 2 Cluster 2	Examples
Knowle of physic activity contexts	cal	Identifies the underlying reasons for rules within a physical activity  Identifies appropriate tactics within a physical activity to influence achievement or success	Games questioning activity <planning and="" delivery="" lesson=""> to identify appropriate tactics within a physical activity to influence achievement or success      How can I use tactics to be successful in games? S1- Students explore various tactics incorporating movement, space, time, equipment and rules to improve their chance of success in territory games      Introducing basic football skills and concepts <planning and="" delivery="" lesson=""> activity to allow students to identify appropriate tactics and work together to maintain possession, e.g. identifies open space including where to move in relation to others; identifies options when making decisions; explains how a group could maintain possession; maintains possession of a ball while moving or under pressure.</planning></planning>





ASPECT		End of Year 2 Cluster 2	Examples
MOTIVATION AND BEHAVIOURAL SKILLS Includes persistence, initiative and working independently in physical activity settings with a focus	Persistence and independence	Identifies factors that support their personal participation in physical activity, e.g. family encouragement, equipment available at home or in school breaks  Identifies when assistance is required and who can provide assistance to support participation in physical activity  Demonstrates motivation to try new physical activities  Persists in a range of physical activities regardless of success  Works independently on familiar skills and physical activities	Playing for life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop psychological skills such as motivation, confidence and self-perception through minor and modified games.
on the values, attitudes and behavioural skills to plan for and participate in life long physical activity.  Values and attitudes  Physical Behavioural skills		Recognises that participation in physical activity is important for health and wellbeing	Exit slips and assessment as learning examples <assessment> uses an exit slip to describe their participation, the effects of physical activity on the body and their emotions after physical activity</assessment>
		Monitors personal progress by recording physical activity and sedentary behaviour when reminded or prompted  Defines fitness and regular physical activity	Exit slips and assessment as learning examples <assessment> uses an exit slip to describe their participation, the effects of physical activity on the body and their emotions after physical activity</assessment>





ASPECT	-	End of Year 2 Cluster 2	Examples
cooperation, communication and conflict resolution within physical activity settings with a focus on inclusion of others and respectful participation in physical activity and other contexts.	Safety	Follows instructions, rules and safety procedures in physical activities  Uses equipment appropriately and safely in physical activities	Playing for life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop cognitive skills such as safety and risk, rules and reasoning through minor and modified games
	Conflict resolution	Shows awareness of strategies to negotiate conflict situations as they arise in physical activity	Playing for life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop social skills such as collaboration through minor and modified game
	Inclusion	Demonstrates cooperative behaviour towards others during physical activity	Playing for life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop social skills such as collaboration and exploring relationships through minor and modified games





ASPECT	End of Year 2 Cluster 2	Examples
Cooperation and communication	Listens to others and communicates appropriately in a variety of physical activities  Demonstrates willingness and capacity to work with a variety of partners	Playing for life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop social skills such as collaboration through minor and modified games  A collaboration through minor and modified games





ASPECT	End of Year 4 Cluster 3	Resources
MOVEMENT COMPETENCIES Involves developing proficiency in object control, stability and locomotor skills to sequence movement in a wide variety of physical activity settings. Stabi	Balances on an object while moving for at least 5 seconds, e.g balance beam or bicycle  Performs stability skills with control and precision in a range of contexts, e.g. using different levels, directions and pathways depending on the context	Fundamental movement skills in action - easy to print teaching cards that include a warm up activity and support teachers to explicitly teach the 12 fundamental movement skills  Get Skilled Get Active Observing FMS checklists <observation> advice on observing FMS and checklists for each of the 12 FMS to assist you in observing the skill components  Get Skilled: Get Active - Fundamental Movement Skills overview and images <a href="assessment">assessment</a> and observation&gt; overview of each FMS with images to show components  Get Skilled: Get Active - Assessing Fundamental Movement Skills <a href="assessment">assessment&gt; advice on assessing FMS and making consistent judgements</a>  Get Skilled: Get Active - FMS planning guide <a href="goldentrial">cplanning and lesson delivery&gt; a guide for introducing and consolidating FMS in early years</a></observation>





### PHYSICAL LITERACY CONTINUUM

Cluster 3 resources

ASPECT	End of Year 4 Cluster 3	Resources
Object control skills	Performs object control skills with control and precision in a variety of ways depending on the context, e.g. using different levels of force to place an object where intended	Fundamental movement skills in action - easy to print activity cards to support K-6 to explicitly teach the 12 fundamental movement skills  Badminton lesson plans <planning and="" delivery="" lesson=""> activity to propels objects suitable distance and in an intended direction  Hockey slap shot <planning and="" delivery="" lesson=""> activity to promote appropriate ways to use a variety of equipment (grip, stance, action), propelling objects suitable distance for the activity and in the intended direction and striking an object against a wall or to a partner with control  Hockey push pass <lesson delivery=""> instruction and images for hockey push pass <li>Get Skilled Get Active Observing FMS checklists <pre>cobservation&gt;</pre> advice on observing FMS and checklists for each of the 12 FMS to assist you in observing the skill components  Get Skilled: Get Active — Fundamental Movement Skills overview and images <pre></pre> <pre><assessment< pre=""> and observation&gt; overview of each FMS with images to show components</assessment<></pre>  Get Skilled: Get Active — Assessing Fundamental Movement Skills <assessment> advice on assessing FMS and making consistent judgements  Get Skilled: Get Active — FMS planning quide <planning and="" delivery="" lesson=""> a guide for introducing and consolidating FMS in early years</planning></assessment></li></lesson></planning></planning>





ASPECT	End of Year 4 Cluster 3	Resources
Locomoskills	Performs locomotor movement skills with control and precision in a range of contexts, e.g. using different speeds, levels, directions, pathways and relationships to equipment and others depending on the context  Manipulates the direction and speed of an object while moving, e.g. bike riding, skiing  Changes body position to improve the efficiency of propulsion while moving on an object, e.g. bending knees to produce force when skating	Fundamental movement skills in action - easy to print activity cards tthat include a warm up activity, ideas on how to teach the skill components and activities to practice the skill  Playing for life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop skills through minor and modified games.  Single rope tricks (with videos) <planning and="" delivery="" lesson=""> sample activities  Get Skilled Get Active Observing FMS checklists <observation> advice on observing FMS and checklists for each of the 12 FMS to assist you in observing the skill components  Get Skilled: Get Active - Fundamental Movement Skills overview and images <a href="casessessment"></a></observation></planning>





ASPECT		End of Year 4 Cluster 3	Resources
	Combinations	Connects a variety of stability, object control and locomotor skills to perform quality movement sequences in a range of controlled environments, e.g. balance (stability) to a roll (locomotor) to a jump (locomotor)	Playing for life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop skills through minor and modified games  Movement composition: alternatives to dance (with videos) <pre>planning</pre> and lesson delivery>movement composition unit to promote connecting stability, object control and locomotor skills to perform movement sequences in controlled environments with a focus on dance





### PHYSICAL LITERACY CONTINUUM

Cluster 3 resources

ASPECT		End of Year 4 Cluster 3	Resources
the many sub- management	hinking in ction	Applies a specific tactic to achieve success in a single physical activity, e.g. shows an understanding of when, where and how to move  Implements a tactic based on individual strengths within a physical activity	Teaching Games for Understanding sample lessons <lesson delivery=""> A series of lessons for delivering PE using the TGfU model  Square game/ Endball - <planning and="" delivery="" lesson=""> sample lesson to develop passing and receiving the ball, moving into space and quick passing.  How can I use tactics to be successful in games? S2 unit where students test and apply various tactics incorporating movement, space, time, equipment and rules to improve their chance of success in invasion games.  Supporting <planning and="" delivery="" lesson=""> sample lesson to develop support play off the ball, e.g. moving into a position to receive the ball or support the person with the ball.  Court movement <planning and="" delivery="" lesson=""> activity to support moving opposition into space and placing object into another space (net wall games). Use appropriate equipment to suit movement competencies, e.g. Bean bags, small and medium bounce balls. Progress to paddle bat and other racquet/ ball/ shuttle options as movement competencies develop.  Numbers <planning and="" delivery="" lesson=""> activity to promote scanning surroundings, moving into space and actively seeking a pass when in possession.  Capture the Koosh <planning and="" delivery="" lesson=""> is an invasion/territorial game that can be played with many ages. Video shows importance of scaffolding your teaching/coaching and building with progressions.  Golden ball Splanning and lesson delivery&gt; video of a game created to work on tactics and strategies involved in invasion/territorial games.  Capture the treasure Splanning and lesson delivery&gt; game to promote moving in space, directional cues and mobility.  Playing for Life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop skills through minor and modified games.  Fast start cards - providing students with the opportunity to engage in moderate to vigorous physical activity within the first few minutes of the lesson. e.g. tag games.</planning></planning></planning></planning></planning></lesson>





ASPECT		End of Year 4 Cluster 3	Resources
	Knowledge of physical activity contexts	Describes the intent of tactics used in different physical activities  Identifies how to modify tactics within the rules to influence achievement or success within a physical activity	TGfU Invasion games <assessment> assessment strategy to describe the intent of tactics used in different physical activities     Invasion strategies <assessment> assessment strategy to describe the intent of tactics used in different invasion activities     Playing for life activity cards <planning and="" delivery="" lesson=""> cards outlining games and activities with tactical focus identified     Fast start activity cards - providing students with an opportunity to engage in moderate to vigorous physical activity within the first few minutes of the lesson</planning></assessment></assessment>





ASPECT		End of Year 4 Cluster 3	Examples
MOTIVATION AND BEHAVIOURAL SKILLS Includes persistence, initiative and	Persistence and independence	Identifies controllable and uncontrollable factors that promote participation in physical activity  Reflects on how their efforts affect skills and achievements in physical activity  Works independently on new skills and physical activities	Physical activity across the school day teaching resource - supports teachers to embed physical activity into teaching and learning programs, containing 10 weekly teaching and learning sequences with 3 structured physical activity tasks each day. e.g. physical activity challenges promote independence
settings with a focus on the values, attitudes and behavioural skills to plan for and participate in life long physical	Values and attitudes	Recognises that participation in different types of physical activity can have different effects on health and wellbeing  Participates in physical activity with confidence	Playing for Life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop psychological skills such as confidence through minor and modified games
	Behavioural skills	Monitors personal progress by recording physical activity and sedentary behaviour across a time period with assistance, e.g. using a log, diary, apps, pedometer  Recognises that the body responds differently when participating in physical activity of different intensities  Describes the different components of fitness, e.g. balance, cardio respiratory fitness, muscular strength and endurance	Using the Rate of Perceived Effort scale – blog post <planning and="" delivery="" lesson=""> Measures heart rate, breathing rate and ability to talk to monitor the body's reaction to a range of physical activities     Learning to Lead fitness technique cards - to engage students in short HIIT workouts with no equipment required. Each workout focuses on the different components of fitness</planning>





#### PHYSICAL LITERACY CONTINUUM

Cluster 3 resources

ASPECT		End of Year 4 Cluster 3	Examples
PERSONAL AND SOCIAL ATTRIBUTES Includes safety,	Safety	Modifies actions to ensure safety in physical activity without prompting  Understands how equipment and the environment can influence safety in physical activity	Playing for life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop cognitive skills such as safety and risk through minor and modified games.
cooperation, communication and conflict resolution within physical activity settings with	Conflict resolution	Applies strategies for negotiating conflict	Playing for life cards - activities to support a games-based approach to teaching sport and physical activity where students learn and develop social skills such as collaboration through minor and modified games.
a focus on inclusion of others and respectful participation in physical activity and other contexts.	Inclusion	Demonstrates respect for self, others, rules and equipment and the environment during physical activity	Responsible personal and social behaviour planning and lesson delivery a sample cooperative activity to promote inclusion, fair play and management of own behaviour     Team building activities planning and lesson delivery sample cooperative activities to promote inclusion, fair play, cooperation and management of own behaviour
	Cooperation and communication	Offers positive suggestions to facilitate physical activity to be inclusive of others  Cooperates when working in a group  Identifies situations where it is appropriate to adopt a role (e.g. leader or follower) in physical activity contexts	<ul> <li>Exit slips - uses an exit slip to describe their participation, the effects of physical activity on the body and their emotions after physical activity.</li> <li>Teamwork: cup stack <planning and="" delivery="" lesson=""> a sample activity to promote working as a group, communicating clearly in group situations, identifying where it is appropriate to adopt a role (leader or follower)</planning></li> <li>Responsible personal and social behaviour <planning and="" delivery="" lesson=""> a sample activity to promote working as a group, communicating clearly in group situations, identifying where it is appropriate to adopt a role (leader or follower)</planning></li> <li>Team building activities <planning and="" delivery="" lesson=""> sample cooperative activities to promote inclusion, fair play, cooperation and management of own behaviour</planning></li> </ul>





**ASPECT** End of Year 6 Resources Cluster 4 **MOVEMENT** Get Skilled Get Active Observing FMS checklists <observation> advice on observing FMS and checklists for each of the 12 FMS to assist you in observing COMPETENCIES the skill components Get Skilled: Get Active - Fundamental Movement Skills overview and images Involves developing <assessment and observation> overview of each FMS with images to show proficiency in object components control, stability and Get Skilled: Get Active - Assessing Fundamental Movement Skills <assessment> advice on assessing FMS and making consistent judgements locomotor skills to Slide hockey - stick handling and shooting <lesson delivery> activities to practise stick handling and shooting. Lesson plan with questioning and sequence of sequence movement in a wide variety of activities. physical activity Hockey skills <lesson delivery> lesson sequence and videos to support passing settings. and eye hand coordination, dribbling and ball control Fundamental movement skills in action - support for K-6 teachers to explicitly Refines stability, locomotor and object control skills in controlled teach the 12 fundamental movement skills physical activity contexts to improve the efficiency (process) and effectiveness of movement (outcome) Transitions smoothly from one skill to another in controlled Combinations physical activity contexts, e.g. transitions from receiving an object (e.g. catch) to propelling the object (e.g. throw) Applies movement skills to perform sequences in dynamic physical activity contexts





End of Year 6 **ASPECT** Resources Cluster 4 Hockey passing on the move <lesson delivery> lesson sequence to focus on passing and maintaining possession of the ball as a group Basketball - dribbling on the move - maintaining possession under pressure lesson sequence and videos <lesson delivery> Basketball unit using game sense <lesson delivery> sample unit of work to develop skills in a range of modified basketball activities with a focus on developing attack and defensive tactics Building a Team Handball Unit <lesson delivery> a blog post outlining the process of developing a team handball unit to develop movement competence Badminton lesson plans <lesson delivery> sequence of lessons to develop skills for net/ wall games, including grip, one hand strike, overhead strike, sequencing movement Lacrosse/ Sofcrosse <lesson delivery> propelling an object with equipment instruction and images using lacrosse/ sofcrosse as the context Lacrosse/ Sofcrosse <lesson delivery> receiving/ scooping and object with equipment – instruction and images using lacrosse/ sofcrosse as the context Lacrosse/ Sofcrosse <lesson delivery> instruction and images demonstrating passing progression and sequencing movement Volleyball skills <lesson delivery> images and instruction to support on the ball skills for net/ wall games such as volleyball, including the forearm pass, overhead pass and underhand serve <u>Shark - soccer activity</u> <lesson delivery> activity to support dribbling with control under pressure Jump rope video <observation and lesson delivery> video to explain how to fix 5 common errors when jumping rope Bound Ball <lesson delivery> Net/wall game to develop volleying skills Mr Spencer jump rope <lesson delivery> series of videos to demonstrate jump rope skills and tricks for student No equipment necessary video <lesson delivery> videos of lifelong physical activities without equipment to support refining skills in controlled contexts to improve efficiency and effectiveness of movement Authentic assessment strategies for invasion games <assessment> provides a variety of options for different tactical solutions in invasion games. Playsport < lesson planning and delivery> a database of games and activities categorized by game category





End of Year 6 Examples **ASPECT** Cluster 4 **TACTICAL** Authentic assessment strategies for invasion games <assessment> video demonstrating movement off the ball to position themselves to receive ball or MOVEMENT create advantage Slide hockey - stick handling and shooting <lesson delivery> activities to develop Includes and practise maintaining possession of the ball with a focus on hockey stick handling and shooting. Lesson plan with questioning and sequence of activities. understanding of Hockey skills <lesson delivery> lesson sequence and videos to support ball physical activity control, use of field space, offensive and defensive tactics contexts, rules and Hockey passing on the move <lesson delivery> lesson sequence to focus on passing and maintaining possession of the ball as a group tactics. This Hockey - Knock away <lesson delivery> lesson sequence and video to understanding is demonstrate dribbling and ball control under pressure used to plan for Basketball unit using game sense <lesson delivery> sample unit of work to develop tactical thinking and understanding of tactics in invasion games such as tactical movement and demonstration Basketball - dribbling on the move <lesson delivery> lesson sequence and videos Applies multiple tactics within a physical activity, e.g. shows they to explore maintaining possession under pressure of critical and have a number of options in a situation to change the way they Building a team handball unit <lesson delivery> a blog post outlining the process creative thinking Thinking in move of developing a team handball unit to develop tactical thinking and application through movement. action Badminton lesson plans <lesson delivery> sequence of lessons to develop tactical Implements tactics which account for the strengths of self and skills for net/ wall games, including propelling objects suitable depth to others within a physical activity intentionally create space in other areas of the court and selecting the best option based on opposition's position Bound Ball <lesson delivery> Net/wall game to develop volleying skills, court awareness, and tactics and strategies for net/wall games. Flag football – one on one offensive skills <lesson delivery> lesson sequence to explore use of strategies to advance the ball into opponent's territory, how to defend, communicate and follow team strategy Flag football - defending an end zone <lesson delivery> activity and videos to show tactics for defending an end zone Lacrosse/ Sofcrosse <lesson delivery> images and instruction to demonstrate adapting and combining skills in response to purpose – instruction and images





ASPECT		End of Year 6 Cluster 4	Examples
of a	Knowledge of physical activity contexts	Recognises similarities and differences between tactics used to achieve specific purposes in physical activities  Creates a plan to succeed in physical activity which takes account of individual strengths	Lacrosse/ Sofcrosse <lesson delivery=""> adopts receiving and throwing actions for different equipment to increase accuracy – instruction and images  Lacrosse/ Sofcrosse <lesson delivery=""> instruction and images to adapt and combine skill for purpose  Playsport <lesson and="" delivery="" planning=""> a database of games and activities categorized by game category  How can I use tactics to be successful in games? - S3- Students test and apply various tactics incorporating movement, space, time, equipment and rules to improve their chance of success in invasion games  Invasion strategies <lesson and="" assessment="" delivery=""> brainstorm strategy to explore similarities and differences between invasion game tactics  Capture the treasure <planning and="" delivery="" lesson=""> game to promote planning to succeed using individual strengths, e.g. moving in space, following directional cues and mobility  Building a team handball unit <lesson delivery=""> a blog post outlining the process of developing a team handball unit to develop tactical thinking and application  Flag football — one on one offensive skills <lesson delivery=""> lesson sequence to explore plan strategies to advance the ball into opponent's territory, defend, communicate and develop team strategy  Playsport <lesson and="" delivery="" planning=""> a database of games and activities categorized by game category</lesson></lesson></lesson></planning></lesson></lesson></lesson></lesson>





ASPECT	:	End of Year 6 Cluster 4	Examples
MOTIVATION AND BEHAVIOURAL SKILLS Includes persistence, initiative and working independently in physical activity settings with a focus on the values, attitudes and behavioural skills to plan for and participate in life long physical activity.  Behavioural skills  Behavioural skills	Compares the opportunities for physical activity in different physical and social environments  Identifies resources, facilities and technology available to support participation in physical activity  Persists with challenging physical activities and understands how success through persistence can have positive outcomes  Takes initiative to work independently in a range of physical activities	How can I use tactics to be successful in games? S3 - Students test and apply various tactics incorporating movement, space, time, equipment and rules to improve their chance of success in invasion games      Authentic assessment strategies for invasion games (video)      Basketball unit using game sense <lesson delivery=""> sample unit of work to develop persistence when experiencing difficult tasks</lesson>	
		Recognises that participation in physical activities can improve performance in various contexts  Participates in physical activity with confidence and purpose	Learning to Lead fitness technique cards - to engage students in short HIIT workouts requiring no equipment. Each workout focuses on a component of fitness     Playsport <lesson and="" delivery="" planning=""> a database of games and activities categorized by game category</lesson>
		Generates personal goals based on their understanding of fitness and physical activity  Describes the effects of physical activity and sedentary behaviour on fitness and/or health and wellbeing  Identifies how different physical activities can be used to develop different components of fitness  Assesses personal fitness levels	Learning to Lead fitness technique cards - to engage students in short HIIT workouts requiring no equipment. Each workout focuses on a component of fitness      Goal setting for students - teaching strategy <lesson delivery=""> teaching strategy to encourage goal setting for students      Using the Rate of Perceived Effort scale - blog post <planning and="" delivery="" lesson=""> Measures heart rate, breathing rate and ability to talk to monitor the body's reaction to a range of physical activities      Amount of the students in short HIIT workouts in short HIIT workouts encourage goal setting for students      Using the Rate of Perceived Effort scale - blog post <planning and="" delivery="" lesson=""> Measures heart rate, breathing rate and ability to talk to monitor the body's reaction to a range of physical activities      Amount of the students in short HIIT workouts in sh</planning></planning></lesson>





ASPECT		End of Year 6 Cluster 4	Examples
PERSONAL AND SOCIAL ATTRIBUTES Includes safety, cooperation,	Safety	Consciously participates within the rules and etiquette of different physical activities  Applies or modifies rules to ensure their own and others safety  Creates solutions to promote a safe environment	Authentic assessment strategies for invasion games (video) <assessment> provides a variety of options for different tactical solutions in invasion games.     River crossing <lesson delivery=""> sample cooperative activity to encourage creating solutions to promote a safe environment whilst working cooperatively as a group to solve a problem</lesson></assessment>
communication and conflict resolution within physical activity settings with a focus on inclusion of others and respectful participation in physical activity and other contexts.  Conflict resolution  Conflict resolution  Inclusion  Cooperation  and  communication	Uses appropriate strategies to negotiate conflict independently for positive outcomes  Recognises that reflecting on and learning from conflict situations is an important part of the resolution process	<u>Team building activities</u> - planning and lesson delivery> sample cooperative activities to promote inclusion, fair play, cooperation and management of own behaviour	
	Inclusion	Takes initiative to encourage respect for others in physical activity	Responsible personal and social behaviour <li>Responsible personal and social behaviour</li> <li>sample cooperative activity to promote inclusion, fair play and management of own behaviour</li> <li>Team building activities</li> <li>planning and lesson delivery&gt; sample cooperative activities to promote inclusion, fair play, cooperation and management of own behaviour</li>
	and	Actively involves others in physical activity  Participates and takes responsibility for own actions in a group  Adopts roles where appropriate in physical activity, e.g. leader	Basketball unit using game sense < lesson delivery> sample unit of work to encourage taking on a role of responsibility in a group situation     Responsible personal and social behaviour < planning and lesson delivery> a sample activity to promote working as a group, communicating clearly in group situations, identifying where it is appropriate to adopt a role (leader or follower)     River crossing < lesson delivery> sample cooperative activity to support adopting roles, taking responsibility for own actions in a group and working together with others to solve a problem





<u>assessment</u> <assessment> assesses student's ability to throw the ball effectively (with efficient skill) using the appropriate level of force, accurate placement and

End of Year 8 Examples **ASPECT** Cluster 5 **MOVEMENT** Understanding cultural differences - Aboriginal Peoples and their games < lesson delivery> unit of work to develop and transfer movement skills across games, with COMPETENCIES a focus on Indigenous games Skills and strategies for striking/ fielding games unit <lesson planning and delivery> Involves developing unit of work to focus on tactical movement and movement skill and performance proficiency in object across a range of striking/fielding games control, stability and Hockey skills <lesson delivery> lesson sequence and videos to support passing and eye hand coordination, dribbling and ball control locomotor skills to Net/wall games <lesson delivery> lesson sequence and videos to support sequence movement in exposing student to adapted game form of volleyball to allow more touches on the a wide variety of ball focusing on forearm pass, set and movement on the court physical activity Volleyball (net/ wall games) – underhand serving <lesson delivery> lesson settings. sequence and videos to develop the underhand serve in volleyball Volleyball (net/ wall games) - overhead pass <lesson delivery>- lesson sequence Refines stability, locomotor and object control skills in dynamic and videos to develop the overhead pass in volleyball physical activity contexts to improve the efficiency (process) and effectiveness of movement (outcome) Volleyball (net/ wall games) - forearm pass <lesson delivery>- lesson sequence and videos to develop the forearm pass in volleyball Selects from a range of movement skills and applies the most Combinations Survivor leadership unit <lesson delivery> sample unit of work to promote student appropriate skill in dynamic physical activity contexts leadership, cooperative learning, problem solving, adopting roles, supporting and including others, persistence whilst developing movement skills through outdoor recreation, cooperation and initiative activities Transfers similar movement skills and sequences appropriately across physical activity contexts Cultural dance assessment <assessment> assessment of students ability to selects from a range of movement skills and apply the most appropriate skill in the dance context Net/wall game performance peer assessment: decision-making <assessment> assesses student's ability to make appropriate and inappropriate decisions when selecting what to do with the ball during the games Net/wall game skill execution peer assessment <assessment> assesses student's ability to efficiently execute selected skills including shot to deep court, drop shot close to net in front of service line, lob, power shot, passes off to other player (if rules allow) to set up move or execute a more effective tactic and shot Striking/ fielding games: skills and strategies - two hand strike assessment <assessment> assesses student's ability to strikes the ball effectively (with efficient skill) using the appropriate level of force, accurate placement and control Striking/ fielding games: skills and strategies – overarm throw peer and self-





ASPECT	End of Year 8 Cluster 5	Examples
		control  • Striking/ fielding games skills and strategies <assessment> assesses student's ability to field the ball cleanly (with efficient skill, appropriate levels of force, accurate placement and control)  • No equipment necessary video <lesson delivery=""> videos of lifelong physical activities without equipment to support refining skills to improve efficiency and effectiveness of movement  • Playsport <lesson and="" delivery="" planning=""> a database of games and activities categorized by game category</lesson></lesson></assessment>





ASPECT	End of Year 8 Cluster 5	Examples
TACTICAL MOVEMENT  Includes understanding of physical activity contexts, rules and tactics. This understanding is used to plan for tactical movement and demonstration of critical and creative thinking through movement.  Thinking action	Applies multiple tactics appropriately to achieve success within a range of physical activities  Transfers tactics across physical activities	Teaching Games for Understanding sample lessons <lesson delivery=""> a series of lessons for delivering PE using the TGfU model  Skills and strategies for striking/ fielding games unit <lesson and="" delivery="" planning=""> unit of work to focus on tactical movement and movement skill and performance across a range of striking/fielding games  Net/wall games <lesson delivery=""> lesson sequence and videos focused on varying placement, force and timing of return and play to create open space in net wall games  Net/wall games <lesson delivery=""> lesson sequence and videos to identify the role of support players and how to use them and practise appropriate off the ball movement to create advantage  Touch football/ invasion games <lesson delivery=""> lesson sequence focused on anticipating defensive tactics and applying attacking tactics to achieve success  Flag football — one on one offensive skills <lesson delivery=""> lesson sequence to explore use of strategies to advance the ball into opponent's territory, how to defend, communicate and follow team strategy  Flag football — defending an end zone <lesson delivery=""> activity and videos to show tactics for defending an end zone  Lacrosse/ Sofcrosse <lesson delivery=""> instruction and images to support adopting receiving and throwing actions for different equipment to increase accuracy  Lacrosse/ Sofcrosse <lesson delivery=""> instruction and images to adapt and combine skill for purpose  Survivor leadership unit <lesson delivery=""> sample unit of work to promote student leadership, cooperative learning, problem solving, adopting roles, supporting and including others, persistence whilst developing movement skills through outdoor recreation, cooperation and initiative activities  Cultural dance assessment <a href="assessment">assessment</a> <a href="assessment">assessment</a> <a href="assessment">assesssment</a> <a href="assessment">assessses student's ability to make appropriate and inappropriate decisions when selecting what to do with the ball during the games  Invasion game: solving a tact</a></lesson></lesson></lesson></lesson></lesson></lesson></lesson></lesson></lesson></lesson>





ASPECT	End of Year 8 Cluster 5	Examples
		situation, reflecting an understanding of player movements, rules of the activity and how to hit into space or create advantage  • Striking/ fielding games: skills and strategies – two hand strike peer and self-assessment <assessment> assesses student's ability to make the appropriate throw for the situation, reflecting an understanding of player movements, rules of the activity and how to hit into space or create advantage  • Striking/ fielding games strategic planning – using space assessment <assessment> assesses student's ability to identify and utilise space in striking and fielding game situations  • Striking/ fielding games skills and strategies <assessment> assesses student's ability to adopt an appropriate starting position to field the ball when the batter steps up to the tee or home plate and make the appropriate play for the situation  • Under the net volleyball outline <lesson delivery=""> teaching and learning activity to promote making considered decisions in physical activity contexts, identifying appropriate off the ball movement to create advantage and recognising the role of support players and how to use them to create advantage  • Playsport <lesson and="" delivery="" planning=""> a database of games and activities categorized by game category</lesson></lesson></assessment></assessment></assessment>





ASPECT		End of Year 8 Cluster 5	Examples
	Knowledge of physical activity contexts	Compares tactics and how they can be used across multiple physical activities  Creates a plan to succeed in physical activity which takes account of the abilities of self and others	Net/wall games <lesson delivery=""> lesson sequence and videos to identify the role of support players and how to use them and practise appropriate off the ball movement to create advantage  Touch football/ invasion games <lesson delivery=""> lesson sequence focused on anticipating defensive tactics and applying attacking tactics to achieve success  Survivor leadership unit <lesson delivery=""> sample unit of work to promote student leadership, cooperative learning, problem solving, adopting roles, supporting and including others, persistence whilst developing movement skills through outdoor recreation, cooperation and initiative activities  Cultural dance assessment <a href="assessment">assessment</a> sassessment of students ability to create plans taking into account the abilities of self and others to perform well and succeed within a dance context  Net/wall game performance peer assessment: decision-making <a href="assessment">decision-making</a> <a href="assessment">assessment</a> assessment&gt; assessment  Striking/ fielding games strategic planning — using space assessment <a href="assessment">assessment</a> <a href="assessment">assesses student's</a></lesson></lesson></lesson>





ASPECT	:	End of Year 8 Cluster 5	Examples
persistence.	Persistence and independence	Identifies ways that physical and social environments can be modified to promote physical activity  Creates plans to assist in the completion of challenging activities  Demonstrates motivation, confidence and commitment when faced with challenging and/or unfamiliar movements and physical activities  Responds appropriately to success and challenges in physical activities  Assesses their ability to work independently in physical activities	Survivor leadership unit <lesson delivery=""> sample unit of work to promote student leadership, cooperative learning, problem solving, adopting roles, supporting and including others, persistence whilst developing movement skills through outdoor recreation, cooperation and initiative activities</lesson>
on the values, attitudes and behavioural skills to plan for and participate in life long physical activity.	Values and attitudes	Evaluates the contribution of regular physical activity to wellbeing, health and fitness levels  Recognises the benefits of participating in a range of physical activities not just ones that they enjoy	Survivor leadership unit <lesson delivery=""> sample unit of work to promote student leadership, cooperative learning, problem solving, adopting roles, supporting and including others, persistence whilst developing movement skills through outdoor recreation, cooperation and initiative activities     #Maxyourdays mural – Physical Educator <lesson delivery=""> a blog post describing a process to engage students in reflection on the role and contribution of physical activity in their lives</lesson></lesson>
	Behavioural skills	Proposes short-term and long-term goals that will assist them to maintain regular participation in physical activity in the future  Designs plans for improving or maintaining their personal levels of physical activity and fitness  Reflects on personal levels of physical activity, sedentary behaviour and fitness	Survivor leadership unit <lesson delivery=""> sample unit of work to promote student leadership, cooperative learning, problem solving, adopting roles, supporting and including others, persistence whilst developing movement skills through outdoor recreation, cooperation and initiative activities     Fitness - FITT poster <lesson delivery=""> poster to help students explore target heart rate zones and create activity plans that includes timeframe, goals and a variety of specific activities and targets specific fitness components     #Maxyourdays mural - Physical Educator <lesson delivery=""> a blog post describing a process to engage students in reflection on physical activities they participate in and to evaluate the degree to which they meet their needs and interests</lesson></lesson></lesson>

interests





ASPECT		End of Year 8 Cluster 5	Examples
PERSONAL AND SOCIAL ATTRIBUTES	Safety	Assesses and adjusts the physical environment to ensure safety in physical activity for self and others	<u>Survivor leadership unit</u> <lesson delivery=""> sample unit of work to promote student leadership, cooperative learning, problem solving, adopting roles, adapting to the environment to ensure safety for self and others through outdoor recreation, cooperation and initiative activities</lesson>
Includes safety, cooperation, communication and conflict resolution within physical activity settings with	Conflict resolution	Resolves personal conflict in a sensitive manner using appropriate strategies  Reflects on conflict situations to devise plans to reduce conflict in the future	<u>Survivor leadership unit</u> <lesson delivery=""> sample unit of work to promote student leadership, cooperative learning, problem solving, adopting roles, supporting and including others, persistence whilst developing movement skills through outdoor recreation, cooperation and initiative activities</lesson>
a focus on inclusion of others and	Inclusion	Selects and role models strategies that promote inclusion in physical activity  Demonstrates actions that support the rights and feelings of others	Survivor leadership unit <lesson delivery=""> sample unit of work to promote student leadership, cooperative learning, problem solving, adopting roles, supporting and including others through outdoor recreation, cooperation and initiative activities     Understanding cultural differences — Aboriginal Peoples and their games <lesson delivery=""> unit of work to enhance inclusion, respect and fair play, with a focus on Indigenous games</lesson></lesson>
	Cooperation and communication	Interacts confidently with others in physical activities  Makes individual compromises based on the strengths of self and others to work effectively as a group  Supports and encourages the enjoyable involvement of others  Responds positively to the needs of others	Survivor leadership unit <lesson delivery=""> sample unit of work to promote student leadership, cooperative learning, problem solving, adopting roles, supporting and including others, persistence whilst developing movement skills through outdoor recreation, cooperation and initiative activities     Understanding cultural differences — Aboriginal Peoples and their games <lesson delivery=""> unit of work to enhance inclusion, respect and fair play, with a focus on Indigenous games     Cultural dance assessment <a href="mailto-assessment">assessment</a> of students ability to interact confidently with others, make compromises based on the strengths of self and others to work effectively as a group and support and encourage the enjoyable involvement of others</lesson></lesson>





ASPECT	End of Year 10 Cluster 6	Examples
MOVEMENT COMPETENCIES Involves developing proficiency in object control, stability and locomotor skills to sequence movement in a wide variety of physical activity settings.  Combinations	Applies and refines movement skills in a range of increasingly complex dynamic physical activity contexts, e.g. at different speeds or within reduced play space  Adapts and improvises movement skills, and combinations of skills, to perform innovative movement across a range of physical activity contexts	Backyard games < lesson delivery> unit of work to develop movement skills in increasingly complex and challenging activities and encourage students to adapt, transfer and improvise movement  Design a modified activity < lesson delivery and assessment> sample activity encouraging students to design a modified physical activity to improve performance and promote safe participation in practical situations  Mechanical principles of movement < lesson delivery> sample activity encouraging students to explore how they absorb and apply force, use balance, stability and momentum whilst performing the activity. Students will identify and demonstrate ways they can improve their performance.  Let's get skilled to perform < lesson delivery> unit of work to engage students in activities that develop the skills required to adjust and modify movements for improved skill development and performance in increasingly complex and challenging situations  Ballroom blitz assessment < assessment> assesses student ability to adapt and improvise movement skills and combinations of skills, to perform innovative movement across a range of dance styles. Students choreograph and perform movement inspired from, but not limited to, the basic steps of their chosen dance style.





ASPECT		End of Year 10 Cluster 6	Examples
TACTICAL MOVEMENT Includes understanding of physical activity contexts, rules and tactics. This	Thinking in action	Transfers and adapts tactics according to purpose to participate successfully across a range of physical activities  Evaluates tactics according to purpose to participate successfully across a range of physical activities	Invasion game performance assessment <assessment> involves students observing a peer's game play in a 3 v 3 game. They tally and provide feedback on the appropriate and inappropriate decisions ma de when selecting what to do with the ball during the game.      Teaching Games for Understanding sample lessons <lesson delivery=""> a series of lessons for delivering PE using the TGfU model      Playsport <lesson and="" delivery="" planning=""> a database of games and activities categorized by game category</lesson></lesson></assessment>
understanding is used to plan for tactical movement and demonstration of critical and creative thinking through movement.	Knowledge of physical activity contexts	Assesses the relationship between rules and tactics to create plans for achieving success in physical activities  Reflects on and creates new plans that take account of a number of variables (e.g. own team's and opposition's strengths, the effectiveness of previous plans) to succeed in a range of physical activities	Invasion game performance assessment <assessment> involves students observing a peer's game play in a 3 v 3 game. They tally and provide feedback on the appropriate and inappropriate decisions made when selecting what to do with the ball during the game.  Playsport <lesson and="" delivery="" planning=""> a database of games and activities categorized by game category</lesson></assessment>





ASPECT		End of Year 10 Cluster 6	Examples
persistence, initiative and working independently in physical activity settings with a focus on the values, attitudes and behavioural skills to plan for and participate in life  values	Persistence and independence	Modifies the physical and social environment to increase opportunities for physical activity for self and others  Applies problem solving skills to plan for increased physical activity in the home, school and community  Seeks to engage in physical activities that are personally challenging regardless of previous experience or success  Applies strategies to motivate self and others to continue to participate and improve performance in physical activities  Critiques their effectiveness to work independently and apply initiative to achieve goals and outcomes in variety of contexts	Backyard games < lesson delivery> unit of work to demonstrate an understanding of how physical activities can be modified to be undertaken in the home setting, formulate and implement plans to overcome barriers to physical activity participation and to increase their personal physical activity levels     Local opportunities for physical activity < lesson delivery> sample activity encouraging student to create a video file showcasing and advocating for physical activity opportunities in their local area      Design a modified activity < lesson delivery and assessment> sample activity encouraging student to design a modified physical activity to improve performance and promote safe participation in practical situations
	Values and attitudes	Advocates for and positively influences the physical activity experiences of others  Recognises their responsibility as a role model beyond participation in physical activity	Backyard games <lesson delivery=""> unit of work to advocate for increased physical activity and formulate and implement plans to overcome barriers to physical activity participation      Local opportunities for physical activity <lesson delivery=""> sample activity encouraging student to create a video file showcasing and advocating for physical activity opportunities in their local area      Design a modified activity <lesson and="" assessment="" delivery=""> sample activity encouraging student to design a modified physical activity to improve performance and promote safe participation in practical situations</lesson></lesson></lesson>
	Behavioural skills	Applies self-monitoring strategies to contexts outside of physical activity, e.g. goal setting  Evaluates and modifies personalised plans for improving or maintaining their own and others' physical activity and fitness levels	Backyard games <lesson delivery=""> unit of work to demonstrate an understanding of how physical activities can be modified to be undertaken in the home setting, formulate and implement plans to overcome barriers to physical activity participation and to increase their personal physical activity levels</lesson>





ASPECT		End of Year 10 Cluster 6	Examples
Includes safety, cooperation, communication and conflict resolution within physical activity settings with a focus on inclusion of others and respectful participation in physical activity and	Safety	Plans and implements safe physical activity in a variety of environments for the enjoyment of others, e.g. coaching, peer mentoring and officiating	Design a modified activity <lesson and="" assessment="" delivery=""> sample activity encouraging student to design a modified physical activity to improve performance and promote safe participation in practical situations     Let's get skilled to perform <lesson delivery=""> unit of work to engage students in exploring different learning environments and safety implications to allow for successful skill development in a variety of physical activities</lesson></lesson>
	Conflict resolution	Evaluates actions taken to resolve conflict situations and modifies future strategies to reduce conflict  Applies and evaluates strategies to prevent and resolve the conflicts of others, e.g. using active listening, mediation and negotiation	•
	Inclusion	Encourages and positively influences others to demonstrate respect and inclusive behaviours  Advocates for the inclusion of others	Design a modified activity < lesson delivery and assessment> sample activity encouraging student to design a modified physical activity to improve performance and promote safe participation in practical situations
	Cooperation and communication	Adopts a leadership role that positively influences physical activity behaviours, e.g. volunteering, coaching and mentoring	Design a modified activity <lesson and="" assessment="" delivery=""> sample activity encouraging student to design and deliver a modified physical activity to improve performance and promote safe participation in practical situations     Mechanical principles of movement <lesson delivery=""> sample activity encouraging students to work in pairs to explore how they absorb and apply force, use balance, stability and momentum whilst performing the activity. Students will identify and provide feedback to a partner on ways they can improve their performance.</lesson></lesson>

