

Level Two plan — Victorian Curriculum: Physical Education



Implementation year: 2017

School name: Kyabram P-12 College

Prepared By: Sarah Mangan

Identify Curriculum	Phase curriculum focus and Year level description	Students further develop their knowledge, understanding and skills in relation to movement by exploring simple rule systems and safe use of equipment in a variety of physical activities and games. Through active participation, they investigate the body's response to different types of physical activities. In addition, students develop personal and social skills such as cooperation, decision making, problem-solving and persistence during movement activities.			
	Achievement standard	By the end of Level 2, students describe changes that occur as they grow older. They recognise how strengths and achievements contribute to identities. They understand how emotional responses impact on others' feelings. They examine messages related to health decisions and describe how to help keep themselves and others healthy, safe and physically active. They identify areas where they can be active and how the body reacts to different physical activities. Source: Victorian Curriculum 14 September 2015 http://victoriancurriculum.vcaa.vic.edu.au/Copyright			
	Course Outline	Students study one hour of Physical Education per week in Years One and Two.			
Teaching and learning	Unit Overview	Term 1	Term 2	Term 3	Term 4
		FUNDAMENTAL MOVEMENT SKILLS FMS PMP set up Throw/Catch Kick Run Jump Bounce Punt Forehand strike 2 handed strike Dodge Skip Perform fundamental movement skills in different movement situations in indoor, outdoor and aquatic settings (VCHPEM080)	RELATING SKILLS TO SPORTS Introduction to invasion games AP, FMS AFL – Punt, dodge, run BASKETBALL – bounce, throw, catch, run Discuss the body's reactions to participating in physical activities (VCHPEM083) RELATING SKILLS TO SPORTS Introduction to invasion games FMS, AP Soccer – Kick, run, dodge Netball – Run, throw, catch Identify rules and fair play when creating and participating in physical activities (VCHPEM087)	GYMNASTICS/ SKIPPING/ DANCE RE Odd - Construct and perform imaginative and original movement sequences in response to stimuli (VCHPEM081) Even - Incorporate elements of effort, space, time, objects and people in performing simple movement sequences (VCHPEM084) ATHLETICS / FITNESS FMS Individual sports Both - Propose a range of alternatives and test their effectiveness when solving movement challenges (VCHPEM086)	CRICKET AND TEE BALL Introduction to striking and fielding sports FMS, AP Use strategies to work in group situations when participating in physical activities (VCHPEM085) TENNIS Introduction to net/wall sports FMS, AP Create games for warmups Create and participate in games (VCHPEM082)

Develop assessment	Assessment	Unit 1		Unit 2		Unit 3		Unit 4	
		Week	Assessment	Week	Assessment	Week	Assessment	Week	Assessment
		1-2	FMS check list	Odd	Evaluation questions – Throughout the term discuss reaction to exercise	Odd	Routine for Gym	5	FMS check list
		8	FMS check list	Even	Students can modify the rules in different games to make them easier/harder	Even	Routine for gym using a ball	Even	Students games that they have created
									Teacher observations

Level Two Physical Education: review for balance and coverage of content descriptions.

Movement and Physical Activity					
	1	2	3	4	O
Perform fundamental movement skills in different movement situations in indoor, outdoor and aquatic settings (VCHPEM080)	*				
Construct and perform imaginative and original movement sequences in response to stimuli (VCHPEM081)			*		
Create and participate in games (VCHPEM082)				*	
Discuss the body's reactions to participating in physical activities (VCHPEM083)		*			

Movement and Physical Activity					
	1	2	3	4	O
Incorporate elements of effort, space, time, objects and people in performing simple movement sequences (VCHPEM084)			*		
Use strategies to work in group situations when participating in physical activities (VCHPEM085)				*	
Propose a range of alternatives and test their effectiveness when solving movement challenges (VCHPEM086)			*		
Identify rules and fair play when creating and participating in physical activities (VCHPEM087)		*			