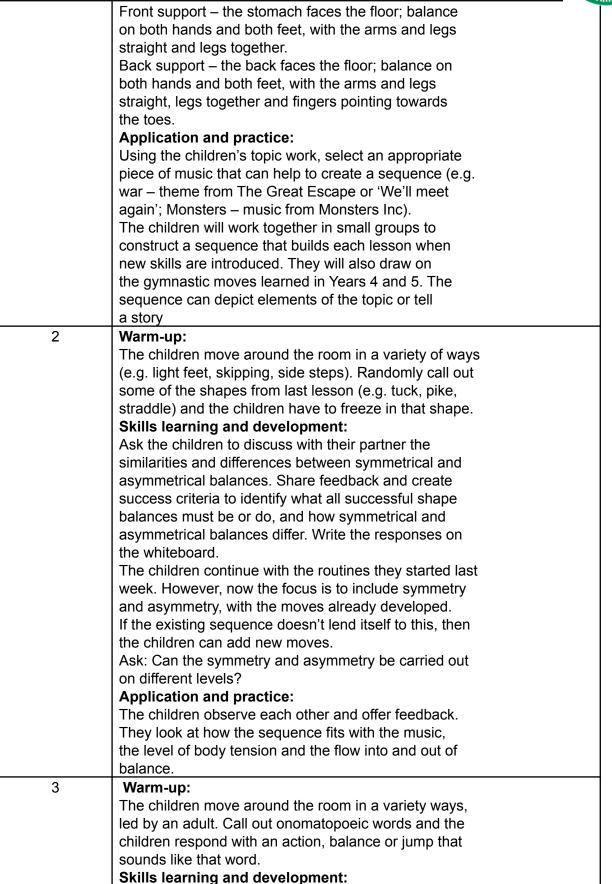


Subject: PE Year Group: Six			Area of learning: Gym Sequences
Links to previous work/Remember when	Gymnast and 5).	ic shapes and bala	nces, and creating a sequence (Years 4
Term	Year 6	Key Skills to be t	aught
Spring 2022 What the children should know at the end of this series of lessons		Flexibility, strength co-operate with of	n, balance, power and mental focus. To hers.

Vocabulary

Front and back support.

Sequence of learning	Objectives and suggested details provided by subject leader.
-	Warm-up: Touch jog The children jog around in a space marked with a clear boundary. Call 'Touch left!' – the children touch the floor with their left hand. Call 'Touch right!' – the children touch the floor with their right hand. Call 'Touch both!' – the children touch the floor with both hands. Repeat, mixing the order of the commands. Occasionally call 'Change direction!' to add variety. Skills learning and development: Share images of 'front support' and 'back support' balances. What are the similarities and differences between the two balances? Model each of the balances. Using core strength is important here. The tummy must be tucked in tight to keep the body flat. Describe the key features of each balance listed below. After modelling one balance, allow time for the children to practise holding the balance before moving on to the next one. Provide instant feedback to ensure their balances are accurate and of a high quality. Video or photograph the children if this helps. Select children to model good
	technique.







	Plan 2021 - 2022	Ough Pr
	Workings in pairs, the children explore different ways of	
	rolling. Share ideas.	
	Remind children about the key gymnastic skills of	
	log roll, egg roll, forward roll and teddy bear roll.	
	Demonstrate the correct technique for each – select	
	children to model each one, with assistance.	
	Allow the children time to practise these moves.	
	Application and practice:	
	The children refine their work on the group sequences –	
	they can include a piece of equipment (e.g. bench, box	
	top) if they wish.	
4	Develop the sequence, aiming to include three rolls in it. Warm-up:	
4		
	Space buggies	
	Provide each child with a hoop. The children step inside	
	the hoop and hold it at waist level. Explain that this is	
	their space buggy. They move around in their space	
	buggies and follow commands, e.g. 'Change direction',	
	'Slow', 'Fast', 'Left turn', 'Right turn' and 'Reverse'.	
	Encourage the children to use all of the available space.	
	Skills learning and development:	
	With a partner, the children work for five to ten minutes	
	on counterbalance moves that were explored last year.	
	Use images of counterbalances to help the children	
	remember.	
	The children go into the groups for their sequence and	
	discuss how the pair counterbalances can be adapted	
	to include more people. Can they use symmetry and	
	asymmetry?	
	Explore these ideas – which are the most effective,	
	easier and harder?	
	Application and practice:	
	Continue developing the sequence, adapting and	
	refining it to include counterbalances and balance	
	moves. The children should think about using	
	equipment to change the level of the balances.	
5	Warm-up:	
	Musical balances	
	The children move around to the music. When it stops	
	they get into a balance and hold it until the music	
	restarts. Each time the music stops, the children must	
	go into a balance on a different part of the body (e.g.	
	small, like hands and feet and then large, like legs and	
	shoulders).	
	Skills learning and development:	
	Recap the meaning of the terms 'canon' and 'unison'.	
	The children discuss and share ideas for how they could	
	•	
	perform their moves in canon or unison, either as a pair	
	or as a group. Allow them time to practise their moves,	



	 which may be taken directly from their group sequence or may be new. They apply any concepts relating to canon and unison to their sequence. This is the penultimate practice time, so the sequence needs to be drawing to an end point with a clear finish. They share their sequence with another group, which offers feedback.
	Application and practice: The children to share their sequences and are given a review so that comments can be applied in a final practice in the next lesson. If possible, video the sequences so that the group can do some self-analysis.
6	Warm-up: Numbers The children run, hop or skip in the playing area, according to the command. When a number is called, the children get into groups of that number (so if they hear '3', they get into groups of three). If more than one player cannot find a group, they could perform a fun forfeit (e.g. five star jumps). Skills learning and development: The children spend 20 minutes practising and perfecting their routine and bearing in mind all the qualities we are looking for in a performance, e.g. body tension, pointed toes and fluency of movement. Application and practice: The children perform the sequences to an audience, who observe and give positive feedback to the groups who have performed. As they are watching, they should look out for unison, canon, symmetry, asymmetry, balance and counterbalance, and linking moves.

Learn	ing Outcome/product			
•	To use and refine the following skills: f	lexibility, strength,	balance,	power and mental
	focus.			

• To co-operate with others.

Assessment records	List only those children who have not achieved the expected outcomes.



Assessment records	List only those children who have exceeded the expected outcomes.	

End of unit assessment question