

Subject: PE Year Group: 1/2			Area of learning: Groovy Gymnastics
Links to previous work/Remember when	Gait and	travel from Early Ye	ears Foundation Stage.
Term	Year 3/4	Key Skills to be t	aught
Spring 2023 What the children should know at the end of this series of lessons		Link three moves to level, speed and do when travelling. Et around onto and do	directions at different speeds and levels. together while travelling, aiming to change lirection. Link isolated moves and shapes xplore travelling to move along, over, off a bench. Use a variety of small form a travelling sequence, using all of the ar.

#### Vocabulary

Travel, link, sequence, level, tension, posture, Along, over, onto and off, tuck, pike, straddle, straight, travelling, combination.

Sequence of learning	Objectives and suggested details provided by subject leader.
1	<ul> <li>Warm-up: Ask the children to walk in and out of each other in the way they would at the shops. Now they walk with really tiny steps without touching anyone else. Next they walk normally until a number is called, and they change their walk accordingly: 1 = really tiny feet, 2 = really big feet, 3 = normal walking. Now they try it with one arm swinging, ski swing, and good toes-naughty toes (toes pointing down and toes pointing up).</li> <li>Skills learning and development: Use the initial letters from places or towns near you. For example, S = Stowford, I = Ivybridge, E = Exeter, P = Plymouth, C = Cornwall, B = Bigbury. The children draw one of the letters in the air and then move around the hall on their feet in the shape of this letter. Discuss the different ways that the children are using to travel – pick out a few to show. Now ask them to change some of their moves to make them faster or slower. Then they can change the moves again to show different levels – high, low and medium. Discuss body tension, posture and pointed toes. Then ask the children to practise, thinking about body</li> </ul>

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	tension. Ask: Can you travel using different parts of your body? (E.g. hands and feet, tummy, bottom, pushing action and pulling action.) <b>Application and practice:</b> The children pick out their four favourite moves that have different speeds and levels, and link them together to make a routine. Linking moves together is called a sequence. Split the class into two and each half share their routines with the other half watching. The children can discuss good things and perhaps things that could be improved. Can the children guess which letter is being written?
2	<ul> <li>Warm-up: Musical mats</li> <li>Ask the children to travel in and out of mats to the music. They should travel in a variety of ways – remind them of what they explored in Lesson 1. They could try jumping, galloping, hopping, skipping or sliding. When the music stops, they must find a mat and sit down.</li> <li>Emphasise tension and pointed toes.</li> <li>Skills learning and development:</li> <li>The children travel around the room using one of the modes of travelling (e.g. skipping). Then call out a shape (either tuck, pike, straight, star or straddle) and the children must get into that shape. Allow them to have a number of turns at each shape.</li> <li>Watch the children and see what they do. Are all the shapes made on their feet? If they do not know a shape, show them what it looks like or use a picture for them to copy.</li> <li>Encourage the children to try the shapes on different levels. Allow them time to practise.</li> <li>Choose some children to model shapes with good tension and on a variety of levels to the rest of the class.</li> <li>Application and practice:</li> <li>The children choose their two favourite ways to travel and two favourite shapes. Ask them to link the four moves together to make a sequence. Again, emphasise tension and flow from one move to another.</li> <li>Discuss how to start and finish a sequence – ideally, they should stretch their arms high above their heads to make a straight shape at both the start and end of the sequence.</li> <li>When they have finished, encourage the children to go back to where they started and repeat the sequence.</li> <li>The children to make their sequence flow beautifully, and with good tension.</li> </ul>



	Pidli 2022 - 2025	Sh Prim
	Ask each child to share their sequence with a partner,	
	who watches and states the shapes that were used.	
	Then swap.	
3	Warm-up:	
	Numbers game	
	Ask the children to move around the whole room,	
	changing their action when the following numbers are	
	called:	
	1. Skip	
	2. Sit down	
	3. Make any shape	
	4. Slide.	
	Ensure all children know the required moves. Vary the	
	time between calling out the different numbers. What	
	has happened to your heart rate? Put your hand on your	
	heart. Can you feel what is happening?	
	Skills learning and development:	
	Recap on shapes by calling out a shape and asking the	
	children to make that shape, showing good tension.	
	Encourage them to make the shape at different levels.	
	Choose children to model good shapes.	
	With mats randomly placed around the room, ask the	
	children to travel from one mat to another. When they	
	reach a mat they do a roll. Each travel method must be	
	different and there should be no queueing.	
	Watch the type of rolls that the children do and then	
	share ideas. Look for egg roll (tuck shape; knees in and	
	roll over sideways; do not hold the knees; tuck hands in	
	to chest), log roll (rolling in a straight shape with arms	
	above head), forward roll (tuck shape; roll forwards). If	
	a child does a teddy bear roll, share with the class.	
	Write the rolls on a whiteboard to help the children	
	remember. The children practise these rolls, sharing a	
	mat with a partner and taking it in turns. The children	
	may need help with forward rolls.	
	Ask: Are there any animals that move like this? The	
	children imagine they are different animals and	
	everyone will try to guess which animals they are. They	
	put two shapes and two ways of travelling together in a	
	sequence, trying to include a roll.	
	Remind them about the start and finish position (a	
	• •	
	straight shape), and tension and flow.	
	Application and practice:	
	Ask the children to plan and practise a short sequence,	
	using imagery of animals.	
	Share, with half the class watching while the other	
	half performs (this could be in pairs, with one partner	
	watching). The audience tries to guess which animals	
	they are. Then swap.	
4	Warm-up:	
	Tag in front support	
	The children play tag, but they are only allowed to	

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skip	o, not run! When they are caught, they go into front
sup	port (press-up position) and stay there until another
play	ver touches them.
Ski	IIs learning and development:
Ask	the children to get the mats out safely and place
	m randomly around the room.
	ey travel around the room in different ways. When
	come to a mat they perform a roll. Recap
	different rolls. The children can model them if
	essary.
	t, randomly call out a shape (either tuck, pike,
	ight, star or straddle) and the children must get into
	shape and hold it for three seconds.
	by the children how to get benches out safely.
	ce the benches randomly around the room. Again,
	the children to travel around the room. When they
	ne to a mat, they perform a roll. When they come
	ards the bench, they think about how they can
	el on, along, over, around and off it. Share the ideas
	you see. The children can try a move that they had
	thought of. Explore direction of travel. Ask: Do you
	ays need to move forwards? What other directions
	you move in?
	they are moving, ask them to think of what animal
	might be. Re-emphasise body tension and flow.
	plication and practice:
The	children plan a short sequence, then practise, refine
and	perform it. The sequence should include three
diffe	erent animals. Can they make a shape using the
ber	ch?
5 <b>Wa</b>	rm-up:
Ask	the children to skip around the room with light feet,
on	heir toes and with small steps, not too fast.
	out various parts of the body (e.g. knee, hand,
	om) and the children then touch the floor with that
boo	y part.
	Is learning and development:
	children put out mats and benches in a safe
	nner, spreading them out across the room and in no
	ticular layout. In addition, place spots on the floor in
	spaces between the mats and benches.
	the children to discuss with a partner the four
	nals that they are going to be and how they will
	rney as those animals to use all of the equipment.
,	by practise their journey individually. Watch the
	dren and see what they include in their sequence.
	e children sit down and discuss the gym skills they
	e been learning over the last few lessons (e.g. how
	avel on different parts of the body, doing rolls and
	king shapes).
	oduce a new element – on their journey as animals,
1	/ must stop at three spots, which represent places



	to eat. When they get to a spot they must change direction.	
	Ask the children to practise their journeys, thinking	
	about what has been discussed, and changing their	
	journey if necessary to include the feeding stations.	
	Application and practice:	
	Each child takes a partner on their journey, who copies	
	what they do. Swap roles so that both children share	
	their journey, and then join the two journeys together.	
	Watch what the children do. Is it performed side by	
	side, in front and behind or one after the other? Share	
•	and discuss strengths and areas for improvement.	
6	Warm-up:	
	Ask the children to move around the room in a variety	
	of ways, showing as many travelling methods as	
	possible. When you call out a shape, the children must	
	hold still in that shape. They then move away from the spot they stopped in using a different way of travelling.	
	Skills learning and development:	
	Place all of the resources and equipment on the floor.	
	The children spend five minutes exploring the different	
	equipment, and thinking about how they can get	
	around, over and now under, on to and off it.	
	Share some ideas. Ensure that, if the children jump off	
	the equipment, they land with soft knees.	
	Working alone or with a partner, ask the children to	
	use all the skills they have learned so far to make a	
	sequence. The sequence must include three shapes,	
	stillness, changes to level and direction and use the	
	floor, mats and the new equipment.	
	Application and practice:	
	The children plan and practise the routine so that they	
	can perform it to others. When they have finished the	
	sequence, they go back to the start and do it again. The	
	children should perform it the same each time.	

Learning Outcome/productTravel in different directions at different speeds and levels. Link three moves together while<br/>travelling, aiming to change level, speed and direction. Link isolated moves and shapes<br/>when travelling. Explore travelling to move along, over, around onto and off a bench. Use a<br/>variety of small equipment to perform a travelling sequence, using all of the skills learned<br/>so far.

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