

Physical Education. Physical Activity & School Sport

RELO

Class: P1 Context: Core skills Teacher: Date: term 2 Level: Early

Experience &	Learning Intentions	Success Criteria	Learner Experience	Assessment	Evaluations
Outcome	3 2		4	Say, write, make & do	
Movement Skills and competences and concepts (0-22a) I am developing my movement skills through practice and energetic play. Cooperation and Competition I am aware of my own and others' needs and feelings especially when taking turns and sharing resources. I recognise the need to follow rules. HWB 0-23a Literacy As I listen and talk in different situations, I am learning to take turns and am developing my awareness of when to talk and when to listen. LIT 0-02a	 understand and perform skills which include Run, jump, throw, catch show awareness of others in my environment as I move around safely perform individually and with a partner work alongside others taking turns and sharing resources 	I can Move in space Understand where I am in space Know where others are in space Can use my body to move equipment Can use my body to(situation words and verbs) Can use equipment to(situation words and verbs) I can share I can take turns I know why this is important	Core skills programme FUNdamental movements and physical literacy. Running, jumping, skipping in different directions Using a Core Skills programme to aid with • Starting and stopping • Moving in different directions • Using different parts of my body to move • Moving at different speeds • Working with others • Rhythm- Spider, fly and caterpillar • Clap pattern 1 • Problem solving with spots and lines • Throwing • Catching	Control de la co	pugh

	Related Benchmarks Problem solving Uses prior knowledge ,and identifies key information to help form a solution.
	Responsibility & Leadership Adopts different roles when working individually or as part of a group.
	Communication Is developing the ability to know when to listen and when to talk when interacting with others.
	Gross and fine motor skills Is beginning to perform movement skills in sequence e.g. catch an object with two hands