Year 4 (8-9 years)

Strand 1	Strand 2	Strand 3	Strand 4	Strand 5
Individual Pursuits	Movement composition	Games	Adventure challenges	Health Related Fitness
The development of basic motor skills and the body's capacity for movement through locomotor and manipulative skills and/or field, swimming); recognizing a high level of achievement and how to improve a performance	Recognizing that movements can be linked together and refined to create a sequence of aesthetic movements. Movements can be in response to stimuli or performance elements and/or criteria and can communicate feelings, emotions and ideas.	Recognizing the challenges presented by games; the importance of manipulating space; the categorizing of games; identifying and developing appropriate skills and strategies; recognizing the importance of rules and how they define the nature of a game; modifying existing games and creating new games; teamwork	A variety of tasks requiring the use of physical and critical- thinking skills by individuals and/or groups; challenges that require groups to work together collaboratively in order to solve problems and accomplish a common goal; recognizing the role of the individual in group problem solving.	Recognizing and appreciating the importance of maintaining a healthy lifestyle; the body's response to exercise including the interaction of body systems and the development of physical fitness.
Overall Expectations	Overall Expectations	Overall Expectations	Overall Expectations	Overall Expectations
 Practise and develop basic activities of running (in sprint and long distances and in relays), throwing (Javelin Throw) and jumping (Long Jump). Be given the opportunities for guidance in measuring, comparing and improving their own performance. Experience competitions, including those they make up for themselves. Understand the importance of safety regarding these activities. Children will be given the opportunity to swim the different swimming styles, namely: crawl, backstroke, breaststroke, dolphin kick and butterfly. They will experience moving in a prone or supine position with or without equipment (using the water tubes or boards), breathing sideways, submerge, see and pick up objects, enter water by jumping or in a sitting position or diving. 	 Spatial awareness. Include contrasts of speed, shape effort and use of space to enhance performance. Feel and understand how body parts work to support, receive and transfer body weight. Learn safe, traditional skills e.g. rolls, cartwheels, values and balances. Revise correct, safe grips and hand holds on apparatus. Create sequences with simple to complex shapes in small groups. Be able to prepare, practise and revise their movement composition. 	 Understand skills and principles of attack; defence and invasion. Improve skills of passing, receiving, striking and travelling with the ball. Develop their own game practices. Working towards objectives decided by the teacher and themselves. Make up, play and refine their won games within limits, considering and developing rules and scoring system. 	 Children will be taught the principles of safety in outdoor activities and develop the ability to assess and respond to challenges in a variety of contexts and conditions. Cooperative games and activities. Students will participate in group activities to accomplish a common goal. 	 To understand the importance of regular physical activity for physical, social and emotional health. To become aware of how their body reacts in different situations (Running, standing or during a prolonged activity). The ability to know how to take their pulse rate and to understand why it increases.
Conceptual	Conceptual	Conceptual	Conceptual	Conceptual
understandings	understandings	understandings	understandings	understandings
Active Living (Phase 3)	Active Living (Phase 3)	Interactions (Phase 3)	Identity (Phase 3)	Active Living (Phase 3)
 People go through 	There are positive and	 Healthy relationships are 	Understanding ourselves helps	Regular exercise, hydration,

different life stages, developing at different rates from one another. • Attention to technique and regular practice can improve the effectiveness of our movements.	negative outcomes for taking personal and group risks that can be evaluated in order to maximize enjoyment and promote safety. • A dynamic cycle of plan, perform and reflect can influence a creative movement composition.	 supported by the development and demonstration of constructive attitudes such as respect, empathy and compassion. Behaviour can be modified by applying deliberate strategies. Communities and societies have their own norms, rules and regulations. 	 us to understand and empathize with others. Self-efficacy influences the way people feel, think and motivate themselves and behave. Reflecting on the strategies we use to manage change and face challenges helps us to develop new strategies to cope with adversity. Increasing our self-reliance and persisting with tasks independently supports our efforts to be more autonomous. Recognize personal qualities, strengths and limitations. 	nutrition and rest are all important in a healthy lifestyle. • We can develop and maintain physical fitness by applying basic training principles. •
 Learner Outcomes 1. Identify different stages of life and how these can affect physical performance. 2. Develop plans to improve performance through technique refinement and practice. 	Learner Outcomes 1. Identify potential personal and group outcomes for risk-taking behaviour. 2. Demonstrate greater body control when performing movements. 3. Self-assess performance and respond to feedback on performance from others. 4. Plan, perform and reflect on movement sequences in order to improve.	 Learner Outcomes 1. Develop a shared plan of action for group work that incorporates each individual's experiences and strengths. 2. Adopt a variety of roles for the needs of the group, for example, leader and presenter. 3. Discuss ideas and ask questions to clarify meaning. 4. Reflect on the perspectives and ideas of others. 5. Apply different strategies when attempting to resolve conflict. 6. Reflect on shared and collaborative performance. 	Learner Outcomes 1. Identify how their attitudes, opinions and beliefs affect the way they act and how those of others also impact on their actions. 2. Analyse how they are connected to the wider community. 3. Reflect on how they cope with change in order to approach and manage situations of adversity. 4. Reflect on their own cultural influences, experiences, traditions and perspectives and re open to those of others. 5. Use understanding of their own emotions to interact positively with others. 6. Work and learn with increasing independence. 7. Explain how self-talk can influence their behaviour and their approach to learning.	Learner Outcomes 1. Identify ways to live a healthier lifestyle. 2. Understand how daily practices influence short and long term health. 3. Understand that there are substances that can cause harm to health. 4. Demonstrate an understanding of the principles of training in developing and maintaining fitness.
Attitudes 1. Commitment in their effort to improve their technique and performance. 2. Independence in children making	Attitudes 1. Cooperation in groups to create and perform their sequence. 2. Creativity which will be	<u>Attitudes</u> 1. Empathy in a way to understand other people's feelings and emotions. 2. Respect the decisions taken	Attitudes 1. Confidence in trying new and challenging tasks. 2. Curiosity in finding out effective solutions while facing new game	Attitudes 1. Enthusiasm of the children to practise physical activities on a regular basis to promote a healthy lifestyle.

their own judgements and reflection	promoted as children will have	within the group; rules and	situations.	
about their ability to learn new skills	to design a unique movement	regulations of the games.		
and to improve them.	composition.			
Athletics	Gymnastics	Games	Challenging games	Health related activities
1. Sprint- Sprint start with the crouch	FLOORWORK AND APPARATUS	Invasion game- football	1. Cardinal points and compass	1. Children will learn to take their
position with the starting block, the	WORK	1. Rondo games to improve the	reading.	pulse rate; understand the changes
drive phase and the acceleration phase.	1. Learn and improve simple	passing, receiving and space	2. Undertake simple orientation	happening to their body while doing
Children will learn to manipulate the	traditional gymnastic skills including	awareness of children.	activities: map drawing and	a physical activity.
starting block to have an effective and	rolls, balances, and shapes.	2. Shooting at goal to promote	treasure hunt	2. Take decision to play more
quick start. They will also learn to use	2. Learn safe ways to land, grip,	accuracy and power shooting.	3. Children will explore the potential	physical games at home and at
their strongest foot to push for the	travel and balance.	3. Small sided games where children	for physical activities within their	school in order to spend less time
start.	3. Plan, practice, improve,	will be able to apply their skills in a	immediate environment.	doing sedentary activities.
Games like the wolf and rabbit or catch	remember and be able to repeat	match situation.	(For example: climbing using ropes,	Ex: Card game; cat, mouse and
the tail will be used to improve or	the longer sequences in pairs or in	Coaching work- children will be	mountain climbing, and park trail).	dogs; hooking game.
reinforce the skills mentioned above.	groups.	able to observe record data, find	4. Problem-solving activities: blind	Fill and monitor a physical
2. Javelin throw – Children will learn to	Create their own pattern;	solutions to problems, devise	folded games, capture the flag and	activities diary.
master the grip (the hook grip) by using	improve their performance	strategies to improve game, present	move an object from one place to	4. Help the children understand the
the real implement. Drills will be made	according to feedback.	findings and apply strategies in	another in small groups.	importance of hydration; nutrition
for the children to use an effective		game situation.		and rest are all important in a
power position in order to throw the				healthy lifestyle.
implement for distance. The vortex will				
used for the students to improve the				
trajectory of the implement.				
3. Long Jump – the approach, take-off				
and landing are the different phases				
that the children will learn for their jumping event. They will also use the				
spring board to help them have a better				
take off to go over obstacles and jump				
for distance.				
4. Endurance running- the card game;				
rock, paper and scissors game; obstacle				
course, pair or group work along a				
journey to promote pace working and				
stamina.				
This strand will lead on to the Cross				
country of 1Km.				
Swimming				
5. Dive in a hoop without touching it,				
kick board drills to improve				
displacement on prone or supine				
position, equilibrium games using the				
spaghettis, creating shapes on the belly				
or the back with or without equipment,				
submerge and collect objects in deep or				

shallow water, 4 swimming strokes:		
crawl, backstroke, breaststroke and		
butterfly or dolphin action.		

Overview of where PE integrates with the Units of Inquiry

Who we are	Where we are in time	How we express	How the world works	How we organize	Sharing the planet
	and place	ourselves		ourselves	
Invasion Games- Football			Athletics	Football	
(Responsibility)			(Function)	(Responsibility and Function)	
1. Accepting roles and			1. Understand how force is	Coaching work:	
responsibilities while making a			being used in athletics in order	Children will be in different	
team and playing a match.			to jump, run and throw.	groups with different roles. 1	
2. Find out solution to solve			2. Factors that affect movement	group will be players and the	
problems (Tactical or personal			in athletics.	other group will be the coaches.	
issue happening within the			3. What should we do to	The coaching team will have the	
team).			improve performance in relation	responsibility to assign roles, ex:	
3. Showing empathy while			to effective use of force?	observer, recorder, presenter	
solving a difficult solution within				and scribe to the members of	
the team.				the team. Their job is to record	
				every single data that might help	
				the team playing to improve	
				their performance – individual	
				or team wise.	
				Emphasis will be laid on the	

	skills of the play	ers, space
	awareness and	actical content
	of the game.	