Physical Education

Guidelines for Teachers of Students with

SEVERE and PROFOUND

General Learning Disabilities





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Introduction

Physical education develops the body's strength, promotes physical well-being, and provides opportunities for the early physical development of body awareness, spatial awareness, and safety.

Each student should be enabled to experience physical activities safely and to explore a wide range of stimulating equipment, to the full extent of his/her capacity and with as much help as is necessary.

Activities suggested in the *Primary Curriculum Guidelines, Physical Education* provide opportunities through which students can improve fine and gross motor co-ordination, concentration, listening skills, self-esteem, self-confidence, games skills, creativity, and the ability to co-operate and communicate with others. Some students with severe and profound general learning disabilities have good physical ability, and the teacher may need to access *Guidelines for Teachers of Students with Moderate General Learning Disabilities*, for more advanced activities.

Many students will need physical assistance to enable them to participate in physical activities. In addition, the consistent use of clear language for specific movements can help the student to anticipate and understand what is required, and can prepare him/her for taking over part or all of the movement.

Considerable care must be taken when formulating a physical education programme for students with severe and profound general learning disabilities. Because of complex physical needs, some students may already be undergoing a comprehensive physiotherapy programme. Therefore, a team approach to the planning of physical education is often required.

Advice from other professionals may be needed to ensure the safety and well-being of the student. At the same time, it is essential that every student is encouraged to gain access to the broadest range of curriculum experience in this area. Each student should be enabled to experience physical activities safely and to explore a wide range of stimulating equipment, to the full extent of his/her capacity and with as much help as is necessary.

All students with severe and profound general learning disabilities require sensitive and careful handling when being assisted to participate in physical activity. Observation of the student's reaction to movement is critical, and activity should cease immediately if changes in skin tone, such as pallor, flushing, or excessive sweating are noticed. Movement should also cease if there is an excessive change in a student's breathing pattern.

Overview of content

The content is divided into six strands:

- Athletics
- Dance
- Gymnastics
- Games
- Outdoor and adventure activities
- Aquatics.

Athletics

The athletics strand examines the underlying movement associated with the activities of running, jumping and throwing. The emphasis is on exploring and examining these diverse activities at their most elemental level, including sliding, crawling, reaching and grasping. Each activity should be adapted appropriately to suit students' abilities, while providing a sense of challenge and achievement.

Each student can be enabled to engage in a number of athletic movement activities. As the student develops a greater sense of body awareness the introduction of objects of different shapes, sizes, textures, and weights is explored. The tasks should be appropriate to the abilities of individual students and provide them with opportunities for achievement.

Dance

Dance, however narrowly or widely interpreted, is a fundamental form of exercise. It can be both relaxing and exhilarating, offering fun and enjoyment. Through dance the student explores a range of parts of the body, body actions, and shapes. Balance and co-ordination may be challenged while the student is stationary or moving. Some students will enjoy dance at a sensory level, while others may come to understand that dance is a medium for the expression of ideas, thoughts and feelings.

Enjoying working together and responding to the beat of the music is an important aim of the dance curriculum. Simple movements can be performed to given rhythmic phrases. Uncomplicated co-ordination activities can help the group to gain confidence in working together.

Gymnastics

Gymnastics for students with severe and profound general learning disabilities seeks to promote the control and management of body movements. The students explore and experiment with movement on a variety of appropriate surfaces and equipment. Some students will progress to sequencing body movements.

The activities selected are designed to engage each student at an appropriate level. The emphasis is on body actions such as rolling, swinging, balancing, and stretching. The qualities of strength, gentleness, firmness, and stability are introduced. Each task entails new challenges while consolidating achievement in others, and creates opportunities to develop a greater sense of identity and self-awareness.

Games

This strand aims to provide the student with opportunities to participate in the underlying skills that give games their structure. The key skills examined are sending, receiving and travelling. The games programme provides opportunities to use a selection of equipment of varying size, shape, texture, colour, and pace. Handling skills, hand-eye co-ordination, carrying, and striking are explored through a variety of selected activities.

Throughout the games programme students are presented with appropriate tasks for developing skills and understanding, working individually, in pairs, and as part of a group. With increased exposure to these activities they gain a greater understanding of how games are played, leading to a sense of achievement and satisfaction.

Outdoor and adventure activities

Outdoor and adventure activities can cover a wide spectrum of activities, from the easily accessible to the more adventurous. Schools are encouraged to select activities that are suited to their circumstances and that are appropriate to the needs and abilities of the students. The pursuits detailed in these guidelines concentrate on activities that make the best use of the school environment and the locality. Everyday activities such as walking in the environs of the school can be transformed into sensory adventures, while finding one's way to a familiar or unfamiliar place can become a challenging and stimulating orienteering activity.

Aquatics

Aquatics contributes to the mobility, independence and self-determination of the student. It provides an element of freedom, risk and challenge, especially to wheelchair users and those who would be unable to move freely otherwise. The aquatics programme is concerned with ways of introducing the student to water and developing confidence in and around water, through participation in activities that promote exploration and experimentation. A correct water temperature is essential, especially for students with exceptionally high muscle tone. Water safety is paramount throughout all aspects of the aquatics programme.

School planning

The Primary School Curriculum:
Physical Education, Teacher
Guidelines contains advice
on planning, some of which is
applicable when planning for
students with severe and profound
general learning disabilities. Some
aspects which may need to be
considered when planning for this
group of students include
the following.

Curriculum and organisational planning

A broad and balanced curriculum

As in all other subject areas, teachers should be working on a number of strands in physical education at the same time. Decisions on the effective selection of strands will be based on the individual needs of this group of students. The content in many of the strands will have similar aspects, and use may be made of common key teaching themes. Planning will ensure that these strands run consecutively, thus promoting consolidation of learning. Each new learning experience should build, where possible, on previous learning.

Time

Timetabling is very important in school planning for physical education. All classes need to have sufficient access to the physical education facilities of the school, and the use of facilities outside the school will also need to be planned. Students with learning disabilities can have a limited attention span, and some may not be physically able for a long session. These factors need to be considered when planning the length of sessions.

Special Olympics

Special Olympics Incorporated offers an excellent programme of sports training and athletic competition for all students with a disability who are over eight years of age. Generally, the Motor Activities Training Programme is suitable for students with severe and profound general learning disabilities. This is designed for students who would not be able to participate in official Special Olympics sports, but the booklet offers a wealth of ideas for physical education activities. The programme emphasises training and participation rather than competition, with activities being broken down into manageable steps. It may be possible for the students to take part in area or regional events. Parents are encouraged to attend and help to make it an exciting day out for all involved.

Atlanta-axial instability

Atlanta-axial instability is present in a small percentage of people with Down's syndrome. This refers to a laxity of the ligaments or muscles supporting the first two cervical vertebrae in the neck. Forceful forwards or backwards bending of the neck may dislocate the upper cervical vertebrae causing damage to the spinal cord. Parents/guardians of students with Down's syndrome should be contacted to check on their child's status with regard to this condition.

It is important to limit certain movements or activities for students who

- have been diagnosed as having atlanto-axial instability
- have not yet been assessed for this condition.

The parents/guardians of all students with Down's syndrome should be requested to contact the family doctor or appropriate specialist to discuss assessment for this condition.

Activities to be avoided for students with atlanto-axial instability include

- certain gymnastic manoeuvres (forward rolls, backward rolls)
- diving into a swimming pool or using the dive start in swimming races
- the butterfly stroke in swimming
- the high jump
- soccer.

However, it is important to stress that students with this condition can still safely pursue a wide range of physical activities.

Classroom planning

Much of the planning advice in the *Primary School Curriculum:*Physical Education, Teacher

Guidelines will be applicable for students with severe and profound general learning disabilities, but the following points may also need consideration.

Curriculum and organisational planning

Ensuring the safety of students

Full medical approval for planned physical education activities should be obtained for all students.

Consultation with other professionals such as a physiotherapist or an occupational therapist may also be required to make possible the optimum participation for students with exceptionally high or low muscle tone. These students may need preparatory exercises before undertaking physical activity.

Specialised equipment

It is important that all classroom staff are familiar with the correct use of specialised equipment, such as

- wheelchairs
- hoists
- walking aids
- postural aids
- orthotics.

Support from other professionals in the use of such equipment may be required. The regular maintenance of equipment also needs to be organised.

Giving physical assistance

Many students will need a high level of physical assistance to enable them to participate in physical education activities. Advice on giving the necessary assistance may be found in the *Approaches and methodologies, Primary School Curriculum: Physical Education, Teacher Guidelines.*

What can I, the student, learn through physical education?

- I can participate in activities to develop awareness of my body position in space.
- I can learn to co-ordinate and control my body movement.
- I can experience and learn to carry out a range of new body movements in a variety of contexts.
- I can learn new gross motor and fine motor skills.
- I can participate in activities to develop physical strength and stamina.
- I can improve my concentration and develop my listening skills.
- I can learn how to co-operate with others.
- I can gain confidence and improve my self-esteem by participating to the best of my ability in individual and team events.
- I can gain an appreciation of the joys and disappointments of being part of a team.
- I can learn to challenge myself physically, and to appreciate my achievements.

Athletics - Throwing

Attending	Responding	Initiating
The student should be enabled to	The student should be enabled to	The student should be enabled to
 prepare for throwing movement have his/her arms gently flexed and stretched 	 imitate demonstrations of a variety of gross motor throwing activities 	 participate independently in gross motor movements to prepare for throwing
 have shoulders and arms rotated in an outward circling movement 	stretch with decreasing help arms above his/her headtwist upper body	stretch the hands high and holdshake the legs and arms
 develop awareness of gross motor throwing movements be enabled to stretch his/her arms above the head as much is as safely possible 	 lift legs one at a time, swing arms indicate awareness of different sensations created by handling a number of throwing objects 	 twist the upper body, bend down to touch toes with flexed knees experiment with handling throwing objects of different
- twist the upper trunk, swing the arms	- anticipate the weight and size of familiar objects	shape, size, texture, and weight - interact independently with familiar throwing objects
 feel a variety of objects for throwing hold and interact with beanbags and balls of different sizes/different 	 show interest in handling new objects (see Attending for a variety of objects.) perform fine motor throwing movements with decreasing 	- actively experiment with new throwing objects such as the shot or discus (see Glossary.)
weights/textures - feel and look at a quoit/ tennis ball/frisbee/ boomerang (see Glossary.) develop awareness of the fine motor skills of grasping and releasing	assistance - reach for and grasp a beanbag/ball/quoit - attempt to release an object into a container attempt to control the	 experiment with grasping and releasing a variety of objects suitable for throwing practice choose objects to hold and release, grasp objects independently and release them into a container
 look at the fingers close and open around an object as it is picked up and released attend to and experience the movement of the arm in an over-arm throwing action 	movement of his/her arm during an over-arm throwing action - try to lift his/her arm up and over the shoulder - attempt to throw an object out in front.	 actively observe a demonstration of an over-arm throw and make a reasonable attempt to complete the action independently
 (with appropriate support) bring his/her arm up and over the shoulder in line with the head finish with the arm out in front of the body. 		 watch the demonstration and attempt to copy movement independently watch his/her own attempts in a mirror.

Attending	Responding	Initiating
The student should be enabled to	The student should be enabled to	The student should be enabled to
 attend to holding objects while using the over-arm throwing action grasp and hold throwing objects as above (with support) attend to the sensation of the movement of his/her arm while trying to throw the object 	 with decreasing help, hold an object while attempting the over-arm throwing action grasp and hold a ball or shot while trying to throw it in an over-arm movement at a target (see Glossary.) show interest in others while 	 initiate a selection of suitable objects to hold in his/her hand while practising the over-arm throw choose between a variety of throwing objects/select each throwing object one at a time/experiment with ways of throwing it in an over-arm movement at a target/for distance
 have opportunities to play as part of a team during a group throwing activity be aware of others in the group, develop an awareness of taking turns and cheering on teammates, attend to the atmosphere of excitement in team throwing events. 	participating in a team event in throwing (throwing for distance, throwing to knock objects that make noise when knocked) - wait in line to take a turn, when turn is finished hand ball or javelin to the next person in line - react to general atmosphere of excitement or disappointment at the team's performance.	show an understanding of being part of a team while playing throwing games, for example go with the team to a certain point and line up to take turns, cheer on team members throughout the game - communicate excitement or disappointment, as appropriate.

Athletics - Throwing

footprints etc. placed at

differing distances.

Attending Responding **Initiating** The student should be enabled to The student should be enabled to The student should be enabled to experience the sensation of show some ability to move up seek to move up and down moving up and down while and down while lying/sitting/ independently lying/sitting/standing standing bounce independently (see observe and experience the bounce with decreasing Attending) sensation of being gently assistance (see Attending) use gestures/symbols/ bounced on an air mattress/ crouch down low and pictures/words for the terms bouncing castle/bed/ then stretch up high while 'up', 'down', 'high', 'low' trampoline/physiotherapy standing and holding onto a perform up and down ball person/stable object movements in a standing listen to the language of 'up' respond physically to position and 'down,' 'high' and 'low' instructions regarding 'up', independently follow footprints/ used with the movement 'down', 'high', 'low' shapes/carpet pieces become aware of stepping respond to stepping activities place pieces on the floor for around the room place and then follow with stepping assistance a set of coloured help to place footprints/ step from one point to footprints/coloured shapes/ shapes/carpet pieces another with accuracy carpet pieces (laid down around the room close together around the - independently follow the - react to the sight of the room) direction of the pieces pieces by stepping onto attend to the sensation of them independently follow a lifting and placing his/her demonstration of striding step from one to the other feet (carried out in bare feet with decreasing assistance look and listen to a to heighten awareness of demonstration textures, if necessary) make attempts to stride stretch out legs to reach have an opportunity to feel the with some prompting and each point laid out on the sensation of striding visual demonstration attempt floor to stretch the legs to reach look at the footprints/shapes/ carpet pieces (gradually each point while moving create progressively placed further apart) on the on footprints/shapes carpet challenging pathways for floor and with appropriate pieces around the room striding support stretch his/her legs (the distance between them show creativity in mixing short to reach the next point. being gradually increased) steps and strides attend to the contrasting show a reaction to mixing short create his/her own pathways movements of taking short steps and strides through footprints etc. steps and then striding imitate a demonstration of placed randomly on the floor (with support) feel stepping and striding by interchange between short movement actions following the leader and steps and strides at random associated with attempting to change at the while moving about the interchanging between short appropriate time room. steps and striding with decreasing assistance be enabled to follow follow footprints, etc. placed

at differing distances.

Attending Responding **Initiating** The student should be enabled to The student should be enabled to The student should be enabled to develop an awareness of the given decreasing assistance, jump independently sensation of jumping perform a jumping action - jump in puddles for fun stand on a small step and perform jumping actions in jump down from a high be lifted down to land on Attending with decreasing sitting position his/her feet assistance and by imitating seek to get up on small others participate in jumping in steps and jump down puddles for fun/jumping in make some attempt to raise a listen to a verbal instruction soft play area/jumping onto leg on meeting an obstacle and jump to land on a mat interesting textures line up and walk to obstacle in an upright position sit (with support) on a upon reaching obstacle look independently follow a leader to boxhorse or high chair to get support and attempt step over a row of low hurdles and with the feet supported to lift the leg over the approximately one foot off obstacle walk towards the the ground move towards hurdles and lift each leg develop the ability to jump for the edge of the box and independently one at a distance push off to land on the time over the hurdle feet (see Glossary.) (with decreasing assistance) step over hurdle without approach at a walk/run and develop an awareness of lifting touching the top, approach then take off and jump from the legs one at a time over an and clear the hurdle at pace a designated mark such as obstacle a line of coloured tape on jump independently for walk (with support) to a low the floor. (Another could distance hurdle and have leg guided be given at waist level and - show an interest in over the hurdle followed by an auditory clue could be challenging himself/herself. the trailing leg added by making the floor (see activities in Attending observe others/participate in mark noisy when stepped on and Responding.) jumping for distance or by a bell being rung at the take-off point.) observe others or (with assistance) experience the sensation of jumping for distance.

Athletics - Running/moving at pace

Attending	Responding	Initiating
The student should be enabled to	The student should be enabled to	The student should be enabled to
 participate in the activity of non-competitive walking or jogging (with support) walk or jog to increase stamina walk/jog with a partner, follow a leader follow a tactile strip around the walls have wheelchair moved at walking and jogging pace to experience the difference in speed 	 walk/jog in a non-competitive setting with some prompting, walk/jog for increasing time and with decreasing assistance follow a group when walking or jogging for stamina follow a leader or follow a tactile strip around the walls (wheelchair users (with decreasing help) showing interest in moving with their peers at appropriate speeds) 	 walk/jog/wheel independently in a non-competitive setting walk/jog/wheel independently for reasonable length of time seek to lead a group around the room follow a tactile strip around the walls independently initiate movement in any direction when signal is given (see Attending) wait for signal and walk/jog/
 become aware of auditory, visual or tactile signals listen for the whistle/look at the flag being waved/feel a certain material to be used as a start signal have his/her attention drawn to walking/jogging/wheeling when whistle is blown/flag is waved/body is touched by a particular material develop awareness of boundaries when signal is given walk/jog/be wheeled with assistance between boundaries such as those created by two rows of high cones laid in parallel lines. 	 show understanding of visual/auditory/tactile signals respond by pointing or moving his/her body when a signal is given (see Attending) make an attempt to join a group as they walk/jog/wheel show response to boundaries and keep within them with decreasing assistance look at a demonstration of the boundaries follow the leader and stay inside the boundary provided keep moving with occasional prompting. 	wheel independently around the room explore ways of using space - find and move into a clear space - avoid banging into others stay within marked boundaries independently, for example watch to see other group members take their turn - move forward independently to take his/her own turn - wait for a signal and walk/ jog/wheel between cones or other boundaries - continue to the end.

Attending	Responding	Initiating
The student should be enabled to become aware of changing the pace of movement - walk/wheel between the cones with assistance and upon hearing/seeing/feeling	The student should be enabled to recognise the difference when the pace of movement is changed - (with decreasing assistance) attempt to move more	The student should be enabled to show understanding of signals for change of pace anticipate the signal and react by changing the pace of movement
a signal have his/her attention drawn to moving faster attend to participating in a	quickly towards the end of the cones when the signal is heard perform with help in a group	initiate turn-taking during a
running/moving-at-pace activity with others; when signal is introduced be guided at pace between a lane of cones, carry	running/moving-at-pace activity – on signal carry a baton as quickly as possible to a	team running/moving-at-pace activity with peers – on hearing/seeing/feeling a
a baton to the end and give it to another team member.	team-mate at the other end of the lane.	signal run/wheel down along the lane to pass a baton to the next person waiting in line
		 wait in line to receive the baton from a team-mate.

Outdoor and adventure activities - Walking

Attending	Responding	Initiating
Attending The student should be enabled to participate in short walks within and around the school grounds (see Glossary) participate in discovery walks, find out the different types of areas existing in the immediate environment/playground/canteen/assembly hall/car park/gym	Responding The student should be enabled to respond to the walking activities within and around the school (see Attending) - react to the new sights and sounds using verbal and gestural expressions - observe specific objects of interest when prompted, indicate familiar landmarks	Initiating The student should be enabled to show interest and participate actively in the walking activities within and around the school (see Attending) move to the front of the group, move ahead of the group point and vocalise to acknowledge and question
 participate in hide-and-seek walk (a student, with appropriate assistance, hides and the rest of the group look for him/her) participate in a quiet walk (How many sounds can you hear? What do you smell? What does it feel like? What can you see?) experience short walks outside the school participate in nature walks and interact (with help) with the natural objects/smell flowers/pick leaves/watch animals, participate in a picnic walk in an area with a good view/a lake/a beach/a stream/a forest/a selection of animals. 	with help with some prompting, stay with the walking group - show interest in being part of the group - hold hands with a peer, help the teacher to push a wheelchair - catch up with the group when called indicate awareness of new surroundings when walking/being wheeled outside the school - extend his/her hands and vocalise - look around - listen and react to sounds - help to gather leaves and flowers.	what is seen - in a hide-and-seek walk show awareness by looking in different places and by gesturing or vocalising - touch objects/react to sounds and sights independently during the quiet walks stay with the group independently while out walking - follow the direction of the group independently - stop to explore and then catch up with the group show curiosity about new surroundings when walking/ being wheeled outside the school - explore the environment actively - roll in the grass - pick up twigs, shuffle through the leaves - point out things of interest.

Outdoor and adventure activities - Orienteering

The student should be enabled to ■ become aware of changing direction within the school environment ■ experience changes of direction when moving around the school (with appropriate support) The student should be enabled to The student should be enabled to should sho
direction within the school environment - experience changes of direction when moving around the school (with appropriate support) changing directions - with decreasing assistance continue to follow the class group as the direction of travel changes indicate the way familiar routes
 listen and watch teacher saying and pointing the direction body/wheelchair to go right/ left as group moves in that direction find his/her way destination
- turn left/right/go straight on while moving from classroom/ canteen/gym and other places around the school - experience being pulled/ pushed/zigzagging in a wheelchair become aware of visual or tactile directional signs such as a symbol of a hand with a finger pointing/an arrow - look at signs that have a photograph of key destinations and a round the school - with assistance follow directional signs in the classroom and around the school - with assistance follow directional signs on the walls pointing the way to go - carry an object of reference or photograph of the destination and follow signs

Attending Responding **Initiating** The student should be enabled to The student should be enabled to The student should be enabled to acknowledge that this is a develop awareness of signs with decreasing assistance outside the school environment follow visual and tactile signs new place and communicate showing direction about it with assistance follow signs for a local church/shopping follow pointing hands and communicate about the place and indicate whether centre/museum/ library arrows it is liked or disliked take turns to carry a have opportunities to explore photograph of a particular initiate participation in an new routes destination and match it orienteering course with the same photograph participate in a walk to see place a hand on the ribbon and the directional sign new landmarks such as connecting a starting point displayed on the walls signposts/stone walls/gates/ to each control showing the way buildings interact independently with observe changing scenery while a control when it is found exploring new routes attempt to get to each participate with the necessary react to new sights and control in sequence (see physical support in a short sounds Glossary.) indoor orienteering course help to take photographs seek out team-mates for relay follow a ribbon connecting a display photographs in orienteering starting point to a number of his/her copybook and on pick teams and initiate turncontrols classroom walls taking, wait for the student find different sensory toys to observe and respond to in front to go first interact with introduction of orienteering look for and receive a chance when one control is found with decreasing assistance to participate in an outdoor only then move on to the follow a leader along the orienteering activity next one (see Glossary.) ribbon to reach a control follow the clear route set out have an opportunity to be part and attempt to interact with and investigate the different of a team each control before moving types of controls on to the next one (see wait with team members to communicate the fact that Glossary.) take turns to find a control each one is found. and bring it back to the team recognise and interact so that the next student with team-mates during an can go orienteering activity become aware of outdoor wait to take a turn and cheer orienteering on team-mates recognise the difference participate in a course using objects in the immediate between indoor and outdoor environment as the controls orienteering (shrubs/walls/lamp posts/ interact with the various fences/signposts). controls, shapes, textures, sizes, and scents.

Outdoor and adventure activities - Orienteering

Attending	Responding	Initiating
Attending The student should be enabled to experience walking/being wheeled in a variety of terrains attend to the experience of walking/being wheeled uphill, downhill, in rough versus smooth terrain participate in adventure trails participate in completing an obstacle course (constructed indoors or outdoors using large and small apparatus or	Responding The student should be enabled to develop his/her ability to negotiate a variety of terrains - walk/wheel with increasing ease in variety of terrain (see Attending.) show interest in participating with decreasing assistance in adventure trails (see Attending.) show interest in undertaking physical challenges appropriate	Initiating The student should be enabled to independently walk/wheel on a variety of terrains - negotiate hills and rough terrain independently participate independently in adventure trails (see Attending.) seek to participate in physical challenges appropriate to his/her ability - extend himself/herself
large and small apparatus or natural features) - step across small obstacles, step on raised markers/ stepping stones, negotiate tunnels or mazes made with tables/benches/mats/tyres to find a specific object at the end - go through bushes or under low branches where possible develop awareness of the safety aspects of adventure activities - listen to instructions on safety, observe safety measures being demonstrated.	physical challenges appropriate to his/her ability - participate in as wide a variety of adventure activities as possible, have opportunities to try out challenging activities at outdoor centres or specially equipped gymnasiums show awareness of the safety aspects of adventure activities - respond to instructions on safety.	 extend himsenmersen physically when participating in all activities show curiosity about challenging activities available at outdoor centres or specially equipped gymnasiums show understanding of the safety aspects of adventure activities undertaken independently follow familiar safety procedures anticipate and take appropriate measures to ensure his/her safety.

jumping.

Gymnastics

Attending	Responding	Initiating
The student should be enabled to	The student should be enabled to	The student should be enabled to
experience slow and gentle vestibular movement (see Glossary)	show reaction to and begin to take over vestibular movement (see <i>Glossary</i>)	engage independently in vestibular movement (see Glossary)
 experience slow and gentle swaying/swinging/rocking/ rolling/ spinning 	 show pleasure/displeasure at gentle vestibular movement (see Attending) 	- experiment with movements as in Attending
attend to the experience of elementary body management	continue movement with some help	 ask for movements to be carried out, ask to go on/ independently use swings
through basic movement actions	 begin to copy movements demonstrated 	 independently increase the speed of vestibular
 balancing, rolling, stretching, turning, twisting, and transferring weight (see Glossary.) 	 show interest by responding to demonstrated basic movement actions roll with appropriate support 	movementsmake an attempt to continue to experiment with basic movement actions after a
participate in basic movement actions while exploring both	on a mat, while being supported lie prone across	demonstration is completed - roll on a mat
personal and general space (see Glossary) – with assistance rock on a	a physiotherapy ball (see Glossary)	 roll prone on a physiotherapy ball (with
mat - roll forwards using a physiotherapy ball to support the body - while using general space	 attempt to stretch the hands out in front towards the ground to help support weight, balance in a sitting position on a balance board while attempting to stay 	support when necessary) - balance on a balance board using the seat and feet while leaning against a support and gradually reducing the level of support
move through the room – participate in weight transference moving from one foot to another/from seat	upright (see Glossary) - transfer weight with help while standing on the ground/on a balance board	 move along a low-lying stepping block transferring weight from two feet to one foot to two feet
to feet to seat again - move from the feet into a roll across a physiotherapy ball - stretch and turn to travel	show reaction to exploring movement in personal and general space (see Glossary)imitate demonstrations of	explore movement independently in both personal and general space (see Glossary)
somewhere else in the room.	rolling/rocking on a mat/ physiotherapy ball	travel on a mat
	- using all the space follow a leader from one area of the room to another while transferring weight from one foot to another by stepping on coloured footprints on the	- move from one mat to another throughout the room along with a leader to perform a variety of movement actions such as stretching/turning/ twisting/ jumping.

floor.

Attending	Responding	Initiating
The student should be enabled to increase body awareness through exploring direction in movement be enabled to move forward/ backwards/ sideways/ downwards upwards travel forward by walking or	The student should be enabled to further develop body awareness by exploring direction in movement given a decreasing level of assistance respond to and attempt to imitate a variety of tasks using direction in movement (See Attending	The student should be enabled to show curiosity about and experiment with direction in movement initiate a forward roll on a physiotherapy ball step/slide/stretch in as many directions as possible
running - travel backwards by rocking or sliding along a bench - execute a pencil roll to move sideways or a side roll on a physiotherapy ball - move upwards from a rocking action to a standing position - from a walking position lower his/her body onto a bench/ physiotherapy ball	and Initiating.) make some attempt to follow a visual demonstration showing the use of pathways in movement move along a straight bench follow a set of footprints laid on the floor in a curved shape travel across a mat using a zigzag pathway	 slide prone along a bench, side-step between two benches rise from a seated position to stretch up on tip toes climb the rungs of a ladder or climbing frame
 participate in exploring pathways in movement (see Glossary) with assistance travel across a bench on his/her seat in a straight pathway travel on his/her feet around the room following a curved pathway highlighted by cones move in a zigzag pathway across a mat. 	 imitate body actions using levels in movement (see Glossary) perform with decreasing help and begin to imitate a pencil roll across a mat/a forward roll over a physiotherapy ball/stepping over a low bench/crawling under a table 	 experiment with different shapes in movement through the use of pathways walk the length of a bench walk in and around a set of plotted cones independently follow a pathway of footprints create pathways for other students to follow

Attending	Responding	Initiating
The student should be enabled to	The student should be enabled to	The student should be enabled to
increase body awareness through the use of levels in movement (see <i>Glossary</i>)	 show interest in completing two movement actions to form a sequence 	 independently follow a leader to complete a variety of movements at different levels
 roll with the body in a low position 	 move from a starting position lying supine on a mat and 	 push along a mat in a supine position
 slide across a bench with the body in a prone position 	then curl into a rocking action (see Glossary)	 step through the rungs on a climbing frame
 travel around a general space on feet 	 move from a roll into an upright position and hold to 	- step from the floor onto a bench, stretch and then
experience linking two movement actions to create a short sequence	finish - follow a leader to combine two forms of travel.	return to the floor independently attempt to link two or more different movement skills
with assistance rock on a mat and on finishing the rock		to create a sequence on the floor. (See <i>Attending</i> and <i>Responding</i> .)
- start into a roll across the mat, move from one mat to another mat using two forms of travel.		

Dance

Attending	Responding	Initiating
The student should be enabled to experience how different parts of the body can move - shake the fingers - wriggle the toes	The student should be enabled to show interest in attempting to follow demonstrated actions involving different parts of the body shake the fingers	The student should be enabled to independently experiment in moving different parts of the body stretch the arms above the head
 nod the head flex the ankles swing the arms (A large mirror may be used for observing his/her own body movements.) participate in a variety of travelling actions (see Glossary) have the opportunity to experience sliding along a mat or floor 	 tap the knees clap the hands swing the arms begin to imitate his/her own actions when in front of mirror imitate a variety of travelling actions imitate walking/striding/marching 	 shake the fingers clap the hands nod the head march, step experiment with body movements while looking in large mirror explore and experiment with ways of travelling around the floor, for example
 have his/her attention drawn to walking/running/marching in space experience movement actions at different levels rock or slide along a mat or floor rise from the floor to balance across a physiotherapy ball stretch up tall have an opportunity to alternate between levels using a variety of body actions be enabled to travel to a mat lie stretched out on the mat and then rise to balance. 	 stay in line following a leader's actions attempt to change the type of travel when appropriate with decreasing assistance, perform and begin to imitate activities involving movement at various levels (See Attending.) show reaction to alternating movement between levels walk to a mat and on arrival make attempt to lie on the mat rise to sit up/stand after rolling on a mat. 	 step, slide, roll, march, skip, stride show creativity in using different levels while moving pretend to be looking for someone hiding under a bed slide or crawl around the room looking for someone creep behind someone, jump up and shout to frighten them make a reasonable attempt to move between three levels, interchanging at random sit on a chair then lower body to a kneeling position on a mat then move to lie outstretched on the mat.

Attending Responding **Initiating** The student should be enabled to The student should be enabled to The student should be enabled to attend to the basic dynamics of imitate simple changes in participate actively with the movement in dance including movement showing contrasting group while completing tasks light versus strong, sudden movements between light and involving light and strong versus sustained movement (see strong, sudden and sustained movements and sudden and sustained movements Glossary) with decreasing assistance - be enabled to glide the tiptoe across the floor as if tiptoe with the group around arms gently through the air in bare feet the room gesturing 'shh' by followed by punching fists putting a finger up to mouth stamp along the floor as if through the air wearing big wellington boots walk over bubblewrap slowly walk or be wheeled stamping the feet to burst rub the hands gently around the room for a while the bubblewrap together over a period of and then suddenly change time then suddenly clap travel around the room and direction the hands when the teacher says the word 'stop' attempt to stop show the beginnings of show reaction to musical stimuli show curiosity about the music awareness of contrasting sounds being played turn the head to look around in music for the sound move independently while blink, verbalise, turn the the music plays, vocalise/ gesture or vocalise when head on hearing music verbalise/use gestures/display there is change in the music of a dramatic character facial expression in response interchanged with flowing/ to music continuous/regular/melody with appropriate guidance, create his/her own movements in attend to the link between music indicate awareness of the link response to music and movement between music and movement act as leader in follow-the-- as the music flows have - gently rock from side to side leader games his/her arms moved gently while sitting across a mat initiate movements such as when the tempo becomes standing tall when a strong beat occurs strong stamp his/her feet on bang his/her fists on the mat - curling small, stretching out the ground - swing in a blanket from wriggling about, lying still. side to side while the music travel slowly following a plays. (When the music leader and then as the tempo of the music changes stops the blanket is placed make a dash to catch the on the mat.) leader listen to music and attempt to imitate actions demonstrated.

Attending	Responding	Initiating
The student should be enabled to	The student should be enabled to	The student should be enabled to
 develop movement responses to a variety of stimuli like songs, poems and pictures (with support) listen to the words of poems/songs/rhymes and feel movement actions associated with them look at a video of trees in the wind and be enabled to make swaying movements stamp his/her feet to the sound of a drum, make light finger movements to the sound of a triangle 	 with decreasing assistance participate in a movement phrase in response to songs, poems or pictures perform with peers movements to favourite songs/rhymes poems/videos, help to create movement phrases to accompany these 	 create a movement phrase to a song, rhyme, poem or, picture create movement phrases such as curling on a mat then standing up slowly and then stretching up tall in response to 'Shadow, shadow curled up small, I can make you grow up tall' independently follow instructions for appropriate movements
 experience movement to music in co-operation with a partner swaying/rowing/rocking together, moving forwards and backwards together waving streamers or ribbons together 	 with decreasing prompting respond to music in co-operation with a partner follow-the-leader activities (see Attending.) 	take the lead in responding to music with a partner (see ideas in Attending and Responding.)
 have the opportunity to participate in observing and performing traditional Irish dances and folk dances from other countries develop awareness of the rhythms and style of Irish dances and dances from other cultures by observing dances live and on screen/by being enabled to participate in them. 	 show interest in observing and performing traditional Irish dances and folk dances from other countries show enjoyment in observing or performing various dances, participate with decreasing assistance in traditional dance activities outlined in Attending. 	 participate independently in enjoying and performing traditional Irish dances and folk dances from other countries make a reasonable attempt to move to the rhythms of various folk dances, pick out appropriate costumes for particular folk dances.

Games - Handling skills

Attending	Responding	Initiating		
The student should be enabled to	The student should be enabled to	The student should be enabled to		
 become aware of the different shapes, weights and textures of a selection of equipment touch and hold a tabletennis ball, tennis ball, baseball, basketball, beach ball, or beanbag with appropriate assistance 	 show reaction to a variety of equipment reach to touch objects with decreasing assistance handle objects, react to their weight, lie on the objects, feel them against different parts of the body 	 experiment with a variety of equipment pick up and interact with all types of balls of different sizes/textures/weights choose some quoits and beanbags to play with 		
show beginnings of awareness of objects placed into the hands	show interest in handling each object	explore each piece of equipment independently		
- cradle a beanbag/quoit /ball in the palms of both hands	 squeeze/rub/shake the object while changing it from hand to hand 	move from one piece of equipment to another		
(see Glossary.)	nano to nano	 touch and manipulate a ball/ quoit/beanbag 		
		 choose one or push it away 		
 have opportunities to experience the movement of a variety of objects (with support) place his/her palm down over a beanbag/quoit/ball, slide an object on a table top from side to side and back and forth, with the palm flat move his/her hand in a circular motion on top of a tennis ball/football/beach ball 	imitate the demonstration of the movement of different objects (see Attending and Initiating.)	experiment further with the various pieces of equipment, for example find ways to move a ball/squeeze beanbags/wring quoits, try to roll/spin or throw the quoit like a discus		
 develop awareness of grasping and releasing an object with appropriate physical guidance and verbal reinforcement curve the hand around a small ball/quoit/beanbag and close the fingers around the objects open the fingers to release the objects. 	 show interest in the actions of grasping and releasing of objects with appropriate verbal cues and physical assistance place his/her hands around a variety of sizes of balls/quoits/beanbags, attempt to grasp and let go. 	 initiate grasping and releasing activities pick up beanbags from a table and place them into a hoop on the floor, pick up a tennis ball and place in a container. 		

Games - Sending

Attending	Responding	Initiating		
The student should be enabled to look at and feel the movement of a ball as it rolls - with support roll a jingling ball along a table top - roll a slow-moving ball down a ramp at a large target - be encouraged to glance at/visually track the ball being rolled (using balls of different sizes, colours, textures, and weights) have an opportunity to participate in sending activities alongside peers - roll a ball to a partner - take turns in a game of ramp bowling have an opportunity to	The student should be enabled to show reaction to the movement of a ball as it rolls make some attempt to push a ball along a table top or ramp, try to track the movement of the ball visually as far as possible, anticipate the movement of a ball being rolled show interest in being part of a team roll a ball to a partner and wait with open arms to receive the return pass interact with others in the group by taking turns in ramp bowling	Initiating The student should be enabled to show curiosity about the movement of different balls - push different types of balls and watch them roll (basketball, beach ball, bowling ball, table-tennis ball) participate actively in a sending activity with another person and in a group - wait in line to take a turn - pass the ball to a partner - cheer on team-mates follow verbal and visual demonstration of an under-arm throw independently - look and listen to a demonstration		
	 begin to imitate and perform with help an under-arm throwing action with appropriate guidance move his/her arm to perform an under-arm throwing action in both sitting and standing positions develop the ability to hold ball/quoit in the hand when throwing, 			
his/her arm in an under-arm throwing action - close the fingers around an object - swing his/her arm down by the side and out - finish out in front.	 grasp a ball/quoit with his/her hand and with appropriate guidance bring the arm through the under- arm throwing action. 			

Attending	Responding	Initiating
The student should be enabled to show the beginnings of awareness of releasing an object during an under-arm swing with physical and verbal support cup his/her hand to cradle a ball/beanbag swing his/her arm in an under-arm swinging action let go when the arm is in	The student should be enabled to given decreasing assistance, release a ball/beanbag at a target - pick up a ball/beanbag and throw it at a large target using the under-arm throwing action	The student should be enabled to throw a ball/beanbag under-arm independently - pick up a ball/beanbag and attempt to throw under-arm to a target - pick another ball when ready
front have opportunities to experience an over-arm throwing action with appropriate assistance and physical support move his/her arm up and behind shoulder in line with the head, finish with the arm out in front	begin to imitate a demonstration of an over-arm throwing action with decreasing help (see Attending.)	 observe a demonstration of an over-arm throw independently look and listen to a display of the over-arm throw and make an attempt to complete the over-arm action
 show the beginnings of awareness of holding a ball in an over-arm throwing action (with support) grasp a ball in the cup of the hand and complete an over-arm throw. 	 show interest in throwing an object using an over-arm throwing action take a ball and attempt to throw it at a target. 	 practise an over-arm throwing action independently go to a station and pick one ball/beanbag at a time and practise a throwing action at a target continue to throw until all the beanbags/balls are gone.

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Games - Receiving

Attending	Responding	Initiating
The student should be enabled to	The student should be enabled to	The student should be enabled to
 become aware of the position of his/her arms and hands for receiving a ball sit at a table with his/her arms and hands open and with the palms out and experience receiving various sizes of balls (with the arms resting on table in an open position to receive the ball). 	 position his/her arms and hands correctly to receive a ball with decreasing assistance sit on the floor with his/her arms open and attempt to catch a large physiotherapy ball being rolled gradually use other ball sizes catch a thrown ball with assistance. 	 correctly position his/her arms and hands when receiving a ball watch a demonstration and make an effort to track a ball as it rolls towards him/her open his/her arms and hands to catch it, try to catch balls of other sizes (big and small) catch a thrown ball independently while sitting or standing.

Games - Kicking

Attending	Responding	Initiating
The student should be enabled to	The student should be enabled to	The student should be enabled to
 have an opportunity to feel the movement of his/her leg in a kicking action (with support) move his/her leg in a kicking action in sitting/lying/standing position, make contact with a ball (light, large, coloured) 	 show interest in the action of kicking with decreasing help make contact with a stationary ball at foot level, begin to imitate a kicking action 	 show curiosity about kicking a ball around the room watch the teacher and others kick the ball attempt to kick a stationary ball on the ground or attached to a string try to kick a ball to a partner or at a target
 use a ball with sensory feedback in texture, sound and sight to participate in kicking games with peers (with appropriate support) kick a ball to a partner and at a target (with boundaries to control direction of ball) 	 indicate awareness of others in the group with some prompting stay in line to take turns to play kicking games 	 participate independently in kicking activities with others in the group stay in line and wait to take a turn while cheering on the person taking his/her turn kick the ball to a target and return to the line for another chance
 attend to dribbling the ball with his/her foot within defined boundaries that prevent the ball rolling away dribble the ball with his/her foot to a target zone. 	 develop ability to dribble the ball with his/her feet attempt to look down and dribble the ball with his/her feet while moving it around a defined area. 	 participate actively in attempting to dribble the ball with his/her feet put the ball on the ground and touch the ball with one foot as he/she goes from one end of the room to the other or around a simple arrangement of cones.

Games - Carrying and striking

Creating and playing games

Attending	Responding	Initiating
The student should be enabled to	The student should be enabled to	The student should be enabled to
 participate in creating and playing games in pairs and with a small group (with assistance) take part in deciding what game to play outline the rules involved, observe what is involved in being part of a team attend to the atmosphere of excitement or disappointment in team events 	participate with decreasing assistance in creating and playing games in pairs and with a small group, in the classroom, in the school playground, with peers in the home environment for example (see Attending.)	 create and develop games with a partner or with a small group participate independently with reasonable skill in the activities outlined in Attending and Responding show a desire to play games and be part of a team
 develop awareness of keeping a simple score (with assistance) place a mark beside a team name/ colour on a board have a star pinned onto his/her jumper when he/she scores have a star stuck onto a card attached to captain's wheelchair 	 assist in keeping a simple score begin to keep score of one mark for one point scored with decreasing help 	 seek to record points scored know when a point is scored, seek to record a point when a target is hit/a goal is scored (Numerals could be used if this is being done in mathematics.)
 have opportunities to observe and participate in traditional Irish games develop an awareness of popular Irish games (football, hurling, etc.) by attending live events/watching events on television, have opportunities to participate with assistance in such games. 	 develop his/her ability to appreciate and participate in traditional Irish games show interest in a game when brought to live event show interest in watching games on television participate with some help in traditional games. 	 seek to watch or participate in traditional Irish games ask to go to local football/hurling events watch games on television with appreciation make a good attempt to participate in traditional games.

Aquatic

Attending	Responding	Initiating
The student should be enabled to	The student should be enabled to	The student should be enabled to
 experience the sensation of water on various parts of the body, for splash his/her hands and feet in a basin with guidance, dip his/her hands into a sink 	 show interest in and imitate activities involving interaction with water wash his/her hands/face/arms in the sink, fill a basin with water from the tap/a jug 	 experiment with water turn taps on and off at appropriate times and watch the water flow put some water in the sink and pull the plug to empty it
 place his/her hands under a running tap 	 squeeze a sponge and watch the water flow out 	- blow bubbles using a straw
experience the sensation of water in the swimming pool	imitate a kicking action sitting on the side of the pool	experiment with kicking his/her legs through the water while sitting on the edge of the pool
environment - (with support) sit on the pool edge and kick his/her feet and legs through the water (Students who are	 watch the leader and attempt to kick his/her legs and feet through the water co-operate with a variety of 	- move his/her legs up and down and from side to side in the water (interchanging independently between these actions)
extremely nervous could carry on with basin activities in the dressing room and then move to the edge of the pool gradually.)	appropriate pool entry methods - sit/lie quietly while being hoisted - hold out his/her arms to be helped in from sitting	follow instructions on safe entry into the water from the pool side independentlywalk down the steps holding
 experience a variety of appropriate methods of entry into the pool water being hoisted in a chair/bed, being lifted in from a 	position - walk down the steps while holding on to the handrail with an adult attending - sit and roll and slide with	on to the handrail - sit on the edge of the pool and shuffle down the ramp, sit and roll and slide from the edge
sitting position – sitting, rolling and sliding, a humpty-dumpty assisted fall	some help, enter with decreasing help in the humpty-dumpty fall (see Glossary.)	play in the water independentlysplash, scoop up the water and throw it out, move
 steps, ladder and ramp (see Glossary.) 	show interest in interacting with	through the water, jump up and down.
 tolerate interaction with water in the pool tolerate the use of a cup to scoop up some water and pour it over his/her shoulders/arms/hands 	the water - scoop water up with a cup and pour it out with decreasing help - splash his/her hands in the water	
 with help place a sponge in the water and then pick it up and squeeze it out. 	 attempt to blow bubbles. 	

Attending Responding **Initiating** The student should be enabled to The student should be enabled to The student should be enabled to experience the sensation of water show curiosity about the feeling show interest in moving parts of against the body while moving in the body in the pool of the water against the body the pool (with prompting) swish his/ walk through the water have his/her hand moved her hands along the surface independently over the top of the water of the water swing his/her arms around have his/her hands slapped lift his/her arms in and out the body under the water on the surface of the water on the water - lift his/her arms in and out of have his/her arms lifted in - walk through the water while the water and out of the water and holding on to the side railing jump up and down in the from side to side through the or holding adult's hand water water imitate the actions associated look for adult to pull him/her have his/her whole body with movement rhymes through the water swayed from side to side attempt to do the actions through the water move around in a circle to follow the actions to rhymes and participate in action songs to songs independently in the water 'Ring a Ring a Rosy' and develop movement in the water lower the body into the water hold hands with fellow- listen to the words and for Humpty's fall students and initiate feel the actions of the show interest in playing with a movement as the actions movements to rhymes such ball in the water change as 'Ring a Ring a Rosy' and show enjoyment/anticipation 'Humpty Dumpty' when sending and receiving initiate ball games in the water participate in ball games in the a large beach ball play with large and small water light balls in the water gradually begin to send and experience sending and receive large and small light push around and follow a receiving a large beach ball balls in the water ball, play ball games with develop awareness of the experience the sensation of peers buoyant properties of water floating experiment with floating with appropriate buoyancy with appropriate buoyancy independently in the water while aids or with the help of a aids and physical support wearing appropriate buoyancy person take his/her feet off lift his/her feet off the floor aids the bottom of the pool and of the pool into a curled-up follow independently an lie supine in the water (see position adult's instructions on how Glossary.) put his/her feet back down, to float

lift his/her feet off the floor

and lie supine in the water

some help. (see Glossary.).

(see Glossary.)

the water

show interest in moving through

experience the sensation of

on the water

support

movement while floating supine

with appropriate flotation

devices and physical

have his/her hands and feet

propel his/her body.

moved through the water to

- lie in the supine position
 and attempt to scull with the
 verbal instructions on sculling independently (see Glossary)
 - and attempt to scull with the hands, kick his/her feet with lie supine in the water

on his/her back

follow visual demonstration and

 kick his/her feet and push hands through the water.

initiate lifting his/her legs off

the floor and attempt to float

Exemplars

Exemplars

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Exemplar 1: PE

Strand: Dance Exploring dynamics in movement

Objectives	Resources
The student will experience a variety of ways of moving.	 A parachute, mats or a carpeted floor. A variety of equipment, including Jack-in-the-box, bubbles, balloons, clockwork toys, remote-controlled toys and equipment, etc.

Stages of the lesson

\rightarrow Introduction

Mats are laid out in a large square for the entire group.

ightarrow Warm up

Attention is drawn to parts of the body, with assistance as required, by tapping the shoulders, slapping the knees, stamping the feet, patting the head, patting the tummy.

- \rightarrow Students are encouraged to move slowly around the room, listening to the gentle shaking of a tambourine, and to be still when the sound stops.
- → Students then move slowly around the room and when the tambourine stops they return to their original positions in the room. These can be marked by a hula-hoop, footprints, or a mat.

Exemplar 1: **PE**

Development

Light movement

The teacher blows up balloons and encourages the students to look at them floating.

Each student is then given a balloon with a piece of string attached for holding. Shoes are taken off and the students are guided in walking or wheeling around the room quietly and slowly, lightly pulling the balloons through the air.

The teacher then introduces bubbles, drawing the students' attention to the bubbles floating quietly. The teacher says:

'Shhh' and speaks softly to help emphasise the 'light' sense of movement.

Strong movement

The teacher blows up balloons and then lets the air out. The students now see the balloons move differently and more powerfully.

Bubbles can then be blown, and each student is encouraged to punch his/her hands through the air to try to burst the bubbles. The punching of the fist is a strong, direct movement.

Sustained and sudden movement

Use a clockwork toy or remote-control toy that moves around in various directions. The student is directed to follow the toy using an appropriate way of traveling (sliding, crawling, wheeling, walking) to keep up with it.

When a student gets close enough to touch a toy it is accelerated to encourage him/her to react by a sudden change in his/her pace of travel.

Using a 'Jack-in-the-box' toy or a similar piece of equipment, let the student see the pop action. Draw attention to the sudden movement. The use of words like 'boo' or 'hi' can be used to emphasise the action. Now give the student an opportunity to be a 'Jack-in-the-box'. The student gets inside a box or goes behind a curtain and attempts to pop out.

Conclusion

- Bring out a colourful parachute.
- All students go to a section of the edge of the parachute. Use a count-down to begin each activity, for example 'One, two, three lift', or 'Ready, steady, lift'.
- The students lift the parachute together and then let it float back down to the ground while still holding on.
- The students shake the parachute gently like a soft breeze, then suddenly shake it harder like a big storm.
- The activity ends with the students lifting the parachute high, and at the height of the lift letting go and allowing the parachute to float away.

Exemplar 2: **PE**

Strand: Athletics Throwing over-arm

Objectives	Resources
The student will • experience the action of throwing in athletics.	Beanbags, a frisbee or discus, tennis balls, a shot (see <i>Glossary</i>), cones, a whistle.

Lesson

\rightarrow Introduction

Warm-up

When the whistle blows students move around the room. When instructed to stop they perform a number of exercises. Help is given as necessary. (For students using wheelchairs read 'wheel' instead of 'walk'.)

Walk ... stop.

Stretch arms high above your head.

Walk ... stop.

Shake arms down by your side.

Walk ... stop.

When you meet someone give him/her a 'high five'.

Walk ...stop.

When you meet someone shake his/her hand.

Walk ...stop.

As you pass someone wave to them.

(The teacher can add his/her own ideas.)

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Exemplar 2: PE

Development

- Allow students to interact with the variety of equipment available, such as beanbags, tennis balls, a shot (see *Glossary*), a frisbee, a discus. Allow them to hold, throw, shake, and generally find ways of interacting with each piece of equipment.
- The teacher performs a full demonstration of the over-arm throwing action using a bright, slow moving object, for example a ball with ribbons attached to emphasise movement.
- Allow each student to take a selected piece of equipment and with the necessary support try to complete the same throwing action.
- Each student is given individual guidance in performing the correct motion of the arm in the over-arm throw.
- Give each student something at which to aim. The use of a ball that will stick onto a particular surface is stimulating for a student, and they can then go and pull it off. A sheet with large Velcro strips and the use of a furry-covered ball is very appropriate.

Conclusion

- Play a team throwing game.
 - Throw for distance.
 - Throw at a target to knock something down.
 - Throw to get something to stick on a target.

Exemplar 3: **PE**

Strand: Aquatics Entering the pool and interacting with water in different ways

Objectives	Resources
The student will	 Buoyancy aids (check before use), water toys (any intriguing floating objects).
 enter the pool safely 	
 experience different ways of interacting with the water. 	

Lesson

\rightarrow Introduction

Entry into water varies depending on student's ability.

\rightarrow Hoist entry

 \rightarrow People who are familiar with the equipment should operate hoists.

ightarrow Pool steps

→ Make sure there is a handrail alongside the steps.

\rightarrow Sit, roll and slide

A student sits on edge of pool, leans to one side by putting a hand down on the deck, rolls over onto the stomach, and then slides into the water at the shallow end.

→ Humpty-dumpty entry

A student sits on the edge of the pool and falls into the arms of the waiting adult.

\rightarrow Warm-up

Group activity: 'Simon says'.

Actions can be made up by the teacher to suit the group's ability level and should be accompanied by verbal instructions to reinforce learning.

Simon says:

Clap your hands.

Raise your arms.

Tap your head.

Tap your tummy.

Touch your nose.

Touch your ears.

Stamp your feet.

Exemplar 3: PE

Development

- Use equipment like cups, sponges, or anything that holds water.
 With assistance as necessary, the student dips a cup in the water and pours water over his/her shoulders and down the arms.
- The student slaps his/her hands on the water, or squeezes sponge down his/her the back, or pats his/her face with the sponge.

Water-resistance

Students needing full support are placed in the supine position and pulled gently through the water. To enable them to feel the sensation of the resistance of the water, make different shapes, such as circular and curving.

Ambulant students could walk across the width of the pool to feel how the water is pushing against them. Encourage them to use their hands to pull against the water.

Students work with an assistant, facing each other and holding hands. The student is pulled towards the assistant, and the force pushes the water between them out, thus giving the student the feeling of the resistance of the water.

Each student takes turns to hold on at one end of a foam float. Lying prone or supine, he/she can be pulled along through the water.

Each student gets a ball and is encouraged to try to push it down under the water.

Conclusion

Relay race

The group is broken up into two teams.

Each member of the team carries a float (with necessary assistance) from one side of the pool to the other.

The first team with all members and floats on the opposite side wins.

Notes

- A very warm pool temperature is advisable for less active students.
- Be sure to get any medical or parental permission that is required.

Exemplar 4: **PE**

Strand: Outdoor and adventure activities

Introduction to direction

Objectives	Resources
The student willbe enabled to follow each other in moving from one place to another	 Footprints, coloured lines, photographs of different rooms, directional signs (arrow and pointing finger).
wait for and take his/her turn in a group activity.	

Lesson

→ Warm-up

Students move around the room following a coloured line or footprints on the floor.

Footprints should be placed closely together and further apart to encourage students to take both small and big steps.

Students, teachers and assistants join together to make a human train, holding on to one another. Students should be placed strategically to keep the line from breaking down. The leader should move in different directions, turning right, left, in a curve, and then come to a stop.

Development

- Each student in the group gets a card depicting the appropriate directional sign and a picture of a destination.
- Footprints may be used to reinforce the direction to be taken.
- When a sign is located on the walls showing the way students put their picture beside it to see if it matches, while also being encouraged to follow the footprints.
- Reinforce directions verbally, for example, 'Turn right', and show exaggerated body turn.
- When the group/an individual student has arrived at the destination, point out key objects/landmarks that match/correspond to their pictures.

Conclusion

A 'matching' game

Put a number of objects, such as a ball, a racket, a toy, a musical instrument, and beanbag, into a black bag.

Place a corresponding ball, racket, toy, musical instrument, and beanbag throughout the room.

With help as necessary, each student picks one object out of the bag and must find the matching object in the room and bring it back to a designated area.

Exemplar 5: **PE**

Strand: Gymnastics Developing awareness of parts of the body

Objectives	Resources
The student will	Mats or a carpeted floor.
explore the movement of parts of the body	A blanket, stickers, handprints or footprints.
 travel around the room, with the emphasis on direction. 	

Lesson

\rightarrow Warm-up

Ambulant students travel around the room, then stop.

They travel again, stop on a mat, and stretch.

They travel again, stop on a mat and curl up, then stretch out long.

Non-ambulant students start on a mat, flex feet and knees, and stretch hands up behind the head.

Legs are straightened, brought together, and then opened into a V shape.

Students then turn over onto the side, curl up tight, and hold.

Exemplar 5: **PE**

Development

- Students explore how many parts of their body they can touch: knees, thigh, back, chest, shoulders, head, feet, hands, elbows.
- To encourage greater participation, give students stickers to put on each part of the body they touch.
- An outline of a person, showing arms, legs, head, feet, toes, etc. can be drawn on a mat, on which students can also put stickers.

Travelling

Forward and backward direction

Students explore travelling while changing directions. They follow a line or footprints to trace shapes on the floor, going forward and backwards. Ribbons stretched across the room or tactile strips on walls at wheelchair height could be used for non-ambulant students or those who do not look down. Students take turns in lying prone across a physiotherapy ball. Coloured handprints are placed on the floor in front of them and as they roll forward their hands are placed on top of the handprints. Any piece of material that will give sensory feedback could be placed so that it touches both the student's feet and their hands as they reach the floor.

Sideways movement

To explore moving from side to side students can sit on a balance board, with or without support, and rock. Students can take turns to be swung in a blanket.

Students experiment with sliding along a bench.

Up and down movement

Students attempt a pencil roll, try to sit up, and then return to a lying position.

Ambulant students go from sitting to standing and then walk a short distance.

Conclusion

Conclusion

Students do a big stretch-out on mats and relax.

Note

The use of mats with a marked outline of a body will help direct students into position.

Exemplar 6: **PE**

Strand: Games Sending

Objectives	Resources
The student will:experience how a ball moveswork collaboratively in pairs and in groups.	 A variety of balls of different weights, shapes, sizes, textures and colours, such as a table-tennis ball, a tennis ball, a koosh ball, a baseball, a football, a basketball, a beach ball, a physiotherapy ball, a medicine ball (see <i>Glossary</i>). Coloured pens for marking handprints, footprints and fingerprints on the balls. A ramp (if possible).

Lesson

\rightarrow Introduction

Introduce a variety of balls to stimulate movement.

ightarrow Warm-up

Each student gets a ball to hold, given help as necessary.

Holding the ball in both hands, each student rubs his/her hands around the ball, feeling its shape and texture.

They slap hands on the ball.

They hold the ball high, then hold it low.

They roll the ball along the legs and around the body, hold it tight, squeeze it, press it against the face.

They attempt to sit on a ball and then lie across a ball.

Exemplar 6: **PE**

Development

- Students get a chance to choose a ball and experiment with it, finding ways to interact with it, during which time they may discover how it moves.
- They watch teacher pushing a big, bright, slow-moving, and noisy ball, first using both hands and then both feet. Coloured pens can be used to draw the outline of a hand/a foot/fingertips on a ball to guide the students.
- With the necessary support, students now try to roll a variety of balls.
- As one student is rolling a ball another can be placed strategically to get a glance or visually track the ball's movement.
- Students move on to rolling the ball within a group or with a partner.

Conclusion

■ Target game: skittles

Equipment

A bowling ball or basketball, some style of skittles/tins, a ramp (commercial or home-made), cones/benches.

The group divides into teams.

The skittles/tins are placed in a triangular shape, and two rows of cones/two benches to act as the boundaries of the rolling lane.

Each student waits to take his/her turn.

Students will have two chances in each round to knock some skittles.

The ball is collected and passed to the next player.

Notes

- Cans may be used as skittles or placed on top of skittles to give a loud bang when skittles fall.
- A ramp enables participation for students who find it difficult to roll and direct a ball.

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Glossary

balance board a flat board with two timber half-circles underneath (The board rocks from side to side as

the student's body weight shifts.)

beanbag a hand-sized beanbag

boxhorse a piece of gymnastics equipment with a top and a number of detachable levels called lifts

buoyancy the capacity for floating lightly on water

directions up, down, side-to-side, forward, and backwards

dynamics the energy of movement

levels high, medium, low

medicine ball a weighted ball covered with suede/leather

orienteering making one's way around a designated course

pool entry hoist a piece of equipment that the student will sit in or lie on so that he/she can be lowered into

and lifted out of the water

sit, roll and slide sitting on the edge of the pool, rolling on to the stomach, and sliding into the water

humpty-dumpty a student sits on the edge of the pool and falls into the arms of the teacher/assistant who is

already in the pool

prone to lie face down

propulsion swimming actions that drive the body forward

quoit a rubber ring

sculling an action by which the body can be propelled in the water using hand movements

shot a steel, brass, or synethetic-covered ball (It is weighted and is used in the shot putt event.)

space personal space is that which is within one's reach; general space is termed as open space

supine to lie on one's back

transference of

moving weight from one part of the body to another

weight

travel

to move from A to B (walk/run/skip/roll/gallop/slide/using feet, hands and whole body

actions, wheel/be wheeled in wheelchair)

vestibular movement movement that stimulates awareness of head and body positions in space, helps to

co-ordinate the movements of head, eyes and body

discovery walk a walk to find out new things, for example how many different-coloured buildings are there

nature walk a walk that draws attention to natural objects

hide-and-seek walk a walk that has some low shrubs, bushes, logs, and benches, or other places to hide safely

quiet walk a walk that gives a chance to listen to sounds, to look, to feel, and to smell