# **Physical Education – Teaching & Learning:**

CJC Approach

### **CJC PE Department**

#### **\*\* Vision: PHYSICAL EDUCATION IS FOR LIFE \*\***

Physically fit students who have acquired the skills, knowledge and attitude to maintain a lifelong healthy lifestyle. -

Can you plan a personal fitness plan? Do you know how to evaluate your fitness level? Did you pick up skills in at least two games in CJC? Are you able to appreciate games in general? Do you influence others around you to lead an active and healthy lifestyle?

\*\* Mission: CJC PE PROGRAMME: Ensure all the above and more! \*\*

To nurture in all a love for physical health and fitness and be advocates through a wide range of physical and non-physical activities.

### **MOE Syllabus**

#### Expectations of MOE Pre-U Syllabus

Have at least 16 hours of curriculum time per module that will develop the ability of the student to participate independently, safely and with enough competence to be a participant at a recreational level;

Schools should offer at least three physical activities for every student.

Include learning outcomes which are aligned to the six goals of Physical Education (through formative assessment);

*Goal 1:* Acquire a Range of Motor Skills to Participate in a Variety of Physical Activities.

*Goal 2*: Understand and Apply Movement Concepts, Principles and Strategies in a Range of Physical Activities.

*Goal 3*: Demonstrate Safe Practices during Physical and Daily Activities with respect to Themselves, Others and the Environment.

*Goal 4*: Display Positive Personal and Social Behaviour across Different Experiences

*Goal 5*: Acquire and Maintain Health-enhancing Fitness through Regular Participation in Physical Activities.

*Goal 6*: Enjoy and Value the Benefits of Living a Physically Active and Healthy Life.

Have a culminating event (either through an end-state game or achieving a target set).

Provide students with instruction and the opportunity to participate competently. Students should also be able to carry out the physical activities independently and safely on their own beyond school.

### **MOE Syllabus**

Principles of Physical Activities to guide school's offerings

Students to participate in physical activity at basic or extension level. Students to participate in one activity that is individual/dual in nature and a team activity. Students are to be given the opportunity to select from a range of activities provided by the school.

Students to play in a recreational competition, and to participate in organising it.

### Physical Literacy

- "According to Whitehead (2013), physical literacy can be described as a disposition to capitalize on the human embodied capability wherein the individual has the motivation, confidence, physical competence, knowledge, and understanding to value and take responsibility for maintaining purposeful physical pursuits/activities throughout the life course." (Whitehead & Capel, 2013)
- **Physical Education** and **Physical Activities**
- Is it possible to understand Physical Literacy without a philosophical/social/cultural stance?



### Leadership attributes for all.....

	<u>Leadership</u> <u>Attribute</u>	Possible behaviours demonstrated
1	Integrity is	<ul> <li>Showing courage to call out bad behaviour among team mates</li> <li>Admitting fault when necessary</li> </ul>
2	Discernment is	<ul> <li>Displays the ability to thoroughly think things through before making decisions</li> <li>Possessing good view of the bigger picture</li> </ul>
3	Resilience is	· Committing to completing tasks without giving up
4	Initiative is	• Taking steps to accomplish tasks without need for reminders or prompting from teachers
5	Humility is	· Accepting feedback as an opportunity to grow
	Humility is <u>NOT</u>	• Overreliance on teacher feedback such that student constantly checks with teacher before making any decision in an attempt to appear humble
6	Purpose is	· Clearly motivated by the intention to achieve positive change instead of personal showing off
7	Nurturing is	<ul> <li>Encourages members of the team to step out of their comfort zone</li> <li>Helps others try out leadership without shirking responsibility (not to be mistaken with dumping responsibility with the pretence that it is for their development)</li> </ul>

## School/MOE based expectations

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Skills / Competencies									
21 <sup>st</sup> Cen Compete	•	Social Emotional Learning	Leadership Attributes – see above table						
Civic Litera		□ Self-Awareness	□Mindset	□ Integrity					
Global Awareness and Cross-Cultural Skills Critical and Inventive Thinking Communication, Collaboration and Information Skills		□ Self-Management	□Personal Mastery	Discernment					
		□ Social Awareness	□Leadership Moments	□ Resilience □ Initiative					
		□ Relationship Management	□ Mentoring						
		□ Responsible Decision		□ Humility					
		Making		Purpose					
				□ Nurturing					
		Positive Educa	ntion Toolkit						
Time I	□ Reflective Cycle	□ Strengths	Growth Mindset	□ Restorative Practice					

All student learning is targeted to the minimum level of Multistructural (see below).





						2 Year P	ables						
JC 1a								JC 28					
				Ren	narks							Rer	narks
Module:- Health and Physical Fitness Theme: Introduction to Health and Fitness Brief Description: Build-up to Cross-Country No. of weeks: Aprrox 4 weeks			of physical activi expose students their different co fitness 14- Teachers em	to and build mponents of ploy struction to cater sysical	Term 1	Term 1	Theme: Gaining knowledge and ability towards holistic fitness Brief Description: As an important build-up to Cross-Country and Napfa/Fitness. Using functional movements (include games) to leverage on for fitness training. No. of weeks: Approx 9 weeks to the		of physical activ expose students their different co fitness I4- Teachers em Differentiated In to the varying pl	<ul> <li>4- Students engage in a variety physical activities that aim to cose students to and build eir different components of ness</li> <li>- Teachers employ ifferentiated Instruction to cater the varying physical ompetencies of their students</li> </ul>			
Module: Class based games modules - Game 1 Theme: Game module (Invasion Games) Brief Description: Using Invasion Games as a leverage to overal games understanding No. of weeks: Approx 6 - 8 weeks			C4: Students play territorial/invasion games to educate them on concepts & strategies in order to play the games well		Term 2	Term 2	Brief Description: Every student to experience competiion in 4 games			<ul> <li>16, C2- Students play various sports as a class unit, cultivating/ strengthening a sense of belonging to the class.</li> <li>C4- Students play various sports in a competition format. This affords them opporunities to be part of a competitive team in a semi-formal setting</li> </ul>			
Module: Class based games modules - Game 2 Theme: Game module (Invasion Games) Brief Description: Using Invasion Games as a leverage to overal games understanding, culminating with PPA No. of weeks: Approx 6 weeks			I1, C4	-	Term 3/4	Term 3/4	Module: Inter-Class Clinic cum Games - continued from T2 Theme: Experiencing competitive elements of game play Brief Description: Every student to experience competiion in 4 games No. of weeks: Approx 4 - 5 Weeks				<ul> <li>16, C2- Students play various sports as a class unit, cultivating strengthening a sense of belonging to the class.</li> <li>C4- Students play various sports in a competition format. This affords them opporunities to be part of a competitive team in a semi-formal setting</li> </ul>		
Module: Elective	Module - Game	3	•		•								
Theme: Own cho	oice game particip	pation (All clasifica	ations)										
Brief Description experience/learn		choose a game th	hey have yet to										
experience/learn													

# **Physical Education**

Examples of how you can experience PE. We use different methodologies to ensure learning adherence

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### Performance

Students take part in a full or modified game applying all new knowledge and skills. This is the time for summative assessments.

### **Skill Execution**

Do the students have the ability to convert their decisions into actions? Can they execute the correct skill to enable their team to succeed?

Game

Initially students participate in full or modified games. At this stage formative assessment takes place.

### **TGfU Model**



Learner at the Centre

#### **Game Appreciation**

Students are given the chance to enjoy the experience of learning through game play.

#### **Tactical Awareness**

Through game play students are encouraged to identify attacking & defending strategies and implement successful tactical action.

### Making Appropriate Decisions

In dynamic situations make real time decisions. These could be with or without the ball.

What Should I Do?

How Should I Do It?

Annex 1

