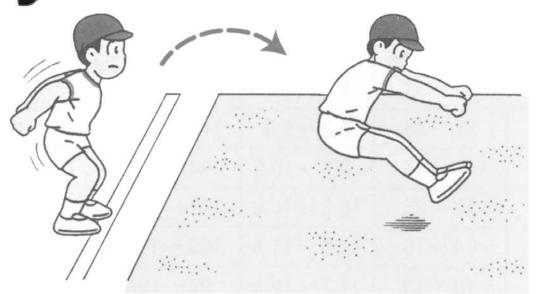
H.Dh. AEC PE Scheme Grade 3 Term1 2008

Physical Education



Scheme of Work 2008
Grade 3 /1st Term
H.Dh. Atoll Education Centre

H.Dh. AEC PE Scheme Grade 3 Term1 2008

We ek	Dat e	Topic	Objectives	Activities	Assessment	Material Needed
First Week	9 th January	Physical Fitness Activity	 Build up physical strength while doing fun activities Exercise whole body parts while doing fun activity 	Introduce Teacher and the students Explain the rules of PE Recommended Warm up Catching Tails Formation Practice Ask the students make groups when teacher whistle number of times. And also practice making Circle, lines , etc Explain some teachers sign when teacher show that sign students follow that sign. Bare family Game - Make groups in 3s - Give the name (mother bare , Father bare and baby bare) - Students form a big circle Keep some balls inside the circle. When Teacher calls any name then that particular child must run around the circle and go inside and collect balls.		10 balls

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		Main Objectives of PST	Warm up Activity:	Assess how	• Sand pit,
		Assess students' running		far student	 Measuring
		ability, agility, jumping	Big jump Low walk Race	can jump	tap
		ability, muscle tenacity	Big Jump		
			1. Make groups of 5-7.		
		 Assess students' 	2. Each group makes lines with holding front person's shoulder.		
		jumping ability	3. Jump together and move forward.		
			4. Try to move as fast as possible.		
	 est np)		Low walk		
	th T Jur		With the same groups as Big jump, squat down.		
~	ang.		2. Walk forward together while keeping a low position.		
Vee	Stre		3. Try to move as fast as possible.		
2 nd Week	cal				
2	Physical Strength Test (Standing Long Jump)				
	A		Standing Long Jump		
			1. Stand on the take off line with legs apart comfortably		
			2. Toes should line up at the front edge of the take off line		
			3. Take off and land on with both feet		
			4. Measure how far students can jump5. Measure 2 times and keep better record		
			3. Weasure 2 times and keep better record		

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3rd Week	Dough Toot	Assess students agility Assess students agility	Warm up Activity Play be under water game 1. Students make a big circle. 2. Teacher stands in the middle of the circle. 3. Demonstrate 4 different sea creatures. 4. Students be the sea creatures when teacher calls the names. (Corel , Star fish, Octopus and electric eel) 5. Gradually call them faster. Side jump 1. Make 3 lines with 1m apart 2. Make pairs, student B counts for the partner 3. Student A straddle the centre line 4. Step to the right side and step on or over the right line, then come back to the centre 5. Step to the left and do the same 6. Repeat it for 20 seconds 7. Student B counts how many times student A pass the line (1 line 1 point) 8. If students didn't step on the outside line or straddle the centre line, don't count as a point 9. Try 2 times and keep better record	Assess how many time students can do side steps in 20 seconds	•	Side jump Pit.

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Warm up Activity Assess students Assess how Hollow box Play ice water tag game. far student flexibility Wall can bring Measuring Assess students Flexibility there hand tape 1. A student sits near the wall without muscle tenacity (The back should touch the wall completely) bending 2. Put both feet thorough a box and straighten knees there knees. (The box should be hollow) Push forward! 3. Place hands on the edge of the box 4. While a student keeps his back straight, push the box straight Flexibility and sit ups) Physical Strength Test forward 5. Don't let them bend their knees 10 0cm 6. Try 2 times and keep better record 4th Week Sit ups Students make pairs. Student A get ready in sit-ups position Lay down on the mat, bend knees Link arms in front of chest Student B holds A's ankles by sitting down on it lightly At the signal, student A brings up his body until his elbows touch his thigh, then lay down until A's back touches to the mat Repeat it for 30 seconds; count how many times students could bring their bodies up.

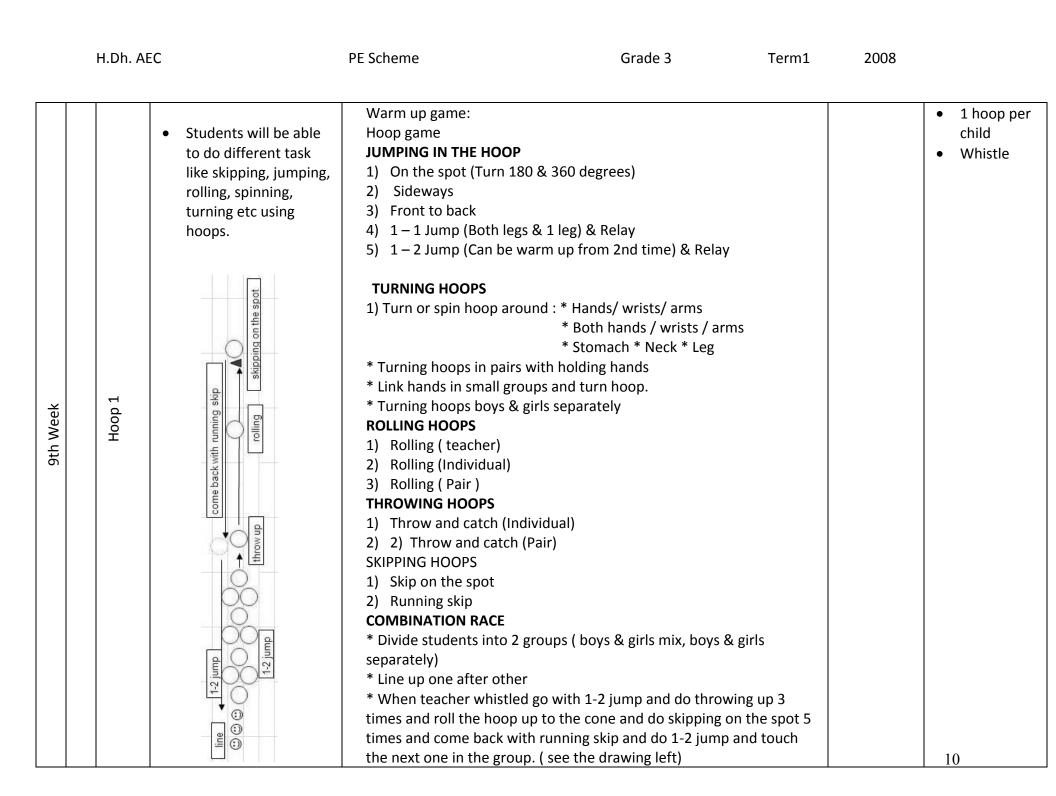
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	<u> </u>	1	1 111 1 1 1 1	
		Learn running	Warm up Activity	Marked
		techniques	Some activities involving running	area of 35
			Various steps (Skip, skip with hands, 2 steps, side steps, side cross,	meters.
		 Learn standing start 	back run and Fita fita)	Device for
			ARM SWING PRACTICE	starting
		Be able to run as fast	Students spread keeping enough distance between and practice	signal,
		as possible from	arm swinging on the spot.	Stop watch
		standing start	2. Make fist (Do not make it tense!) and bend both elbows about	
			90 degrees.	
			3. Swing the arms back and forth in the straight line in big motion.	
			Pull elbows backward.	
			RUNNING DRILL	
		11 11 11 11	Running drill is the basic exercise to improve running technique.	
		_ R R	Develop the contents according to the grade.	
	\vdash		1. Skip Skip with big arm swing	
ㅗ			2. Back kick Place both hands on hip, kick backward and touch	
Week	Running	8 8	heals to the palms.	
5 th W	Ru		※ Do not raise knees forward	
Ω [†]		An An	3. High-knee Run while raising knees high (Bend knees 90	
		[/ - }	degrees), swing arms properly	
		8 3	4. Big stride running Run about 20m with as big stride as	
			possible with arm swing	
			Count with how many steps students can run (The less the	
			better)	
		150 PGP 1517	5. Sprint Run in the straight line while swinging arms	
			GAME: CAN KICKING SPRINT	
			1. Make about 15~20m track and place less number of cans than	
		16 60	runners.	
			2. 2. At the signal of " Go! ", start running and kick the can which is	
			closer.	
			3. Pick up the can and put it back to where it was.	
			Make distance shorter than 20m, and make more than 3	
			students run at the same time.	
			This will give slow runners the chance to kick the can.	6
			The time of the state of the st	

6 th Week	Running 2	Improve running techniques and standing start Be able to run as fast as possible from standing start Look straight up! *Do not step over the line! Bend legs	Revise Running drills 1. Skip Skip with big arm swing 2. Back kick Place both hands on hip, kick backward and touch heals to the palms. ※ Do not raise knees forward 3. High-knee Run while raising knees high (Bend knees 90 degrees), swing arms properly 4. Big stride running Run about 20m with as big stride as possible with arm swing Count with how many steps students can run (The less the better) 5. Sprint Run in the straight line while swinging arms STANDING START PRACTICE (BASIC) 1. Stand 1 meter behind from the starting line. 2. At the command of " On your mark ", step forward and be ready with standing start position. 3. At the command of " Ready ", lean slightly forward, bend front leg and put weight on it. 4. At the command of " Go! ", kick the ground strongly and run. 1. STANDING START PRACTICE ① (Lean forward) 2. STANDING START PRACTICE ② (Chase from sitting) 3. STANDING START PRACTICE ③ (Chase form lying) 4. SPRINT FROM STANDING START 5. 35 meter sprint Game TOUCH RELAY - Divide students into several equal teams. - Divide each team into 2 groups and let them stand facing each other, relay by touching hands.		• Whistle • Cones
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			 Learn running techniques Learn standing start Learn baton pass technique and use it in a relay Have fun while competing in relay 	Recommended Warm up Some activities involving running Tag game etc Revise Running drills Skip, Back kick, High knee, Big stride running, and sprint Revise standing start 1. STANDING START PRACTICE ① (Lean forward) 2. STANDING START PRACTICE ② (Chase from sitting) 3. STANDING START PRACTICE ③ (Chase form lying) 4. SPRINT FROM STANDING START.	 Marked area of 35 meters. Device for starting signal, Stop watch
7+5 MOOM	/ III Week	Running 3	HH	 TOUCH RELAY Divide students into several equal teams. Divide each team into 2 groups and let them stand facing each other, relay by touching hands. SUBSTITUTION RELAY Relay with something easier to hold instead of baton 	
				 ** Use either both hands or one hand for passing, depends on students level SHUTTLE RELAY Divide students into several equal teams. Divide each team into 2 groups and let them stand facing each other. 	
				 Relay with baton using Hand over technique or Upsweep technique. Receive the baton with right hand and pass it to the next runner with the same hand. (No hand change while running) 	

			December 1 de de Westerne	I A I	1	
		Be able to run as fast	Recommended Warm up	Assess how	•	mannea
		as possible from	Some activities involving running	many		area of 35
		standing start	Tag game etc	seconds		meters.
		Time students for 35m	De ter De este delle	students	•	Device for
		sprint	Revise Running drills	can run		starting
		Practice baton pass	Skip, Back kick, High knee, Big stride running, and sprint	35meters		signal,
		while having fun in a	Povice starting practice			Stop watch
		relay	Revise starting practice 1. STANDING START PRACTICE ① (Lean forward)			
			•			
			2. STANDING START PRACTICE ② (Chase from sitting)			
		54023390	3. STANDING START PRACTICE ③ (Chase form lying)			
		R 2 R1	4. SPRINT FROM STANDING START.			
			Assess 35m Sprint			
	lg 4		- Arrange the student in register order			
lee	ini		- Check the 2 students running at a time (35 m)			
8th Week	Running		- Give 2 chance to each one			
8t			Give 2 chance to each one			
		6 6				
		O O	SHUTTLE RELAY			
		40 40	- Divide students into several equal teams.			
		}/	- Divide each team into 2 groups and let them stand facing each			
		_ & &	other.			
			- Relay with baton using Hand over technique or Upsweep			
			technique.			
			Receive the baton with right hand and pass it to the next runner with			
			the same hand. (No hand change while running)			
		W W W				



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• Students will be able to do different task like skipping, jumping, rolling, spinning, turning etc using hoops.	* Turning hoops in pairs v * Turning hoops in pairs v * Link hands in small grou * Turning hoops boys & g ROLLING HOOPS 4) Rolling (teacher) 5) Rolling (Individual) 6) Rolling (Pair) THROWING HOOPS 3) Throw and catch (Indi 4) 2) Throw and catch (F SKIPPING HOOPS 3) Skip on the spot 4) Running skip COMBINATION RACE * Divide students into 2 g separately) * Line up one after other * When teacher whistled times and roll the hoop up	& 1 leg) & Relay arm up from 2nd time) & Relay nd: * Hands/ wrists/ arms * Both hands / wrists / arms * Stomach * Neck * Leg with holding hands ups and turn hoop. irls separately vidual)	g up 3 ne spot 5		Whistle 1 hoop per child

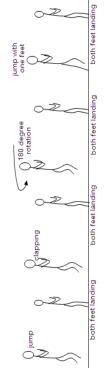
next one in the group. (see the drawing left)

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Ī			Students will be able		Ноор	•	Whistle
			to do different task	Warm up game:	Assessment	•	1 hoop per
			like skipping, jumping,	Hoop tag game	Assess		child
			rolling, spinning,	Revise Last Lesson	students		G G.
			turning etc using	JUMPING IN THE HOOP	ability of		
			hoops.	11) On the spot (Turn 180 & 360 degrees)	Jumping		
			·	12) Sideways	Turning		
				13) Front to back	Rolling		
				14) 1 – 1 Jump (Both legs & 1 leg) & Relay	Throwing		
				15) 1 – 2 Jump (Can be warm up from 2nd time) & Relay	Spinning		
				TURNING HOOPS	Ноор.		
				1) Turn or spin hoop around : * Hands/ wrists/ arms			
				* Both hands / wrists / arms			
				* Stomach * Neck * Leg			
				* Turning hoops in pairs with holding hands			
				* Link hands in small groups and turn hoop.			
				* Turning hoops boys & girls separately			
				ROLLING HOOPS			
				7) Rolling (teacher)			
				8) Rolling (Individual)			
				9) Rolling (Pair)			
				THROWING HOOPS			
				5) Throw and catch (Individual)			
		8		6) 2) Throw and catch (Pair)			
	eek) dc		SKIPPING HOOPS			
	11th Week	Ноор		5) Skip on the spot			
	1th			6) Running skip			
	ij			COMBINATION RACE			
				* Divide students into 2 groups (boys & girls mix, boys & girls			
				separately)			
				* Line up one after other			
				* When teacher whistled go with 1-2 jump and do throwing up 3			
				times and roll the hoop up to the cone and do skipping on the spot 5			_
				times and come back with running skip and do 1-2 jump and touch the		1	2
				next one in the group.			

		•	j r
		•	T v r
12th Week	Long Rope 1		

- To develop the skills of jumping over a moving rope.
- To learn the various ways of jumping long rope.



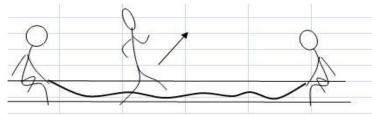
RECOMMENDED WARM UP

Circle Rope game

Long Rope Activities

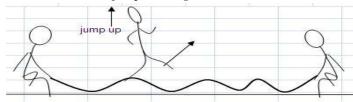
- 1. River jump (keep 2 rope on the ground as a river)
 - Arm swing practice on the spot
 - Jump with both feet and land on with both feet
 - · Jump and clap hands in the air
 - Jump and turn in the air (Turn right, left, 180 or 360 degrees)
 - $\bullet\,$ Jump with one foot and $\,$ land on with both feet or one foot
 - Challenge the limit!
- 2. Snake jump

Two students hold the rope and move the rope on the ground like a snake. Then students jump over the rope without touching it.



3. Ocean waves

Two students hold the rope and move the rope up & down on the ground. When the rope is moving like a ocean waves jump and go other side.



- Long ropes,
- Whistle.

		To develop the skills of	RECOMMENDED WARM UP	•	Long ropes,
		jumping over a	Circle Rope game	•	Whistle.
		moving rope.			
			Revise last week lesson		
		To learn the various			
		ways of jumping long	1. River jump		
		rope.	2. Snake jump		
			3. Ocean waves		
		Develop the jumping			
		skills over stationary	4. PENDULUM SWING		
	7	ropes	- 2 students hold the rope and swing it sideways.		
_		Run in & jump!	- Other students form 2 lines.		
13th Week	Rope	17/1	 When students improve, make the distance to the rope longer. At the end, run into the rope and try to jump many times, then 		
>	Long		run out.		
13t	1	Swing sideways!	Change the students who hold the rope frequently.		
` '			A change the students who hold the rope frequently.		
			5. GO THROUGH		
			- 2 students hold the rope and turn full circle toward the students		
		Run in & go through!	who jump.		
		82 00 88	- Other students form 2 lines.		
			- Run into the rope and go through without touching the rope, 1		
		Turn full circle!	student at a time.		
			Game:		
			Tag game		

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	1	1	1			1	
			•	Students will be able	Recommended Warm up	•	Dodge ball
				to catch, throw, dodge	Line up Race		or
				and do the team play			Volley ball
				accurately.	Ball Throwing		
			•	Follow the rules and	1. Ball rolling with both hands	•	Whistle
				cooperate with others	- Hold the ball between the legs	•	Bibs
				while playing fun	- Roll the ball to the partners legs		
				game.	2. Ball rolling with one hand		
				_	- Hold the ball in right hand		
					- Put weight on right leg and bring hand back.		
		ממ			- Step on to left foot, bring right hand forward and roll the ball		
		l ir			3. Ball throwing with both hands		
		Catching 1			a. Under hand throw		
		1 C			- Hold the ball between the legs		
쑴		and			- Throw the ball up to the partners chest		
14th Week					b. Over head throw		
급		Throwing Dodge			- Hold the ball above the head.		
14		hrc D			- Throw the ball down to the partners chest		
		=			4. Ball throwing with one hand		
		Ball			Stand sideways with your right foot behind your left foot		
					Hold the ball over your right shoulder with your right hand		
					Support it with your left hand. Put your weight on your		
					right foot.		
					Bring your weight onto your left foot and step forward at		
					the same time bring your right hand forward over your		
					head to throw the ball.		
					DODGE BALL		
					BALL THROWING		
					- Make pairs. And explain to throw the ball faster and faster. Practice		
					it for several times.		
	1						

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Week 14 continue	Ball Throwing and Catching Dodge ball 1	 Students will be able to catch, throw, dodge and do the team play accurately. Follow the rules and cooperate with others while playing fun game. 	BALL CATCHING Make Pairs and practice ball throw and catching Explain easy and safe way of catching ball Step1- Ball hitting 1 Extend your arm arms forward and hit the ball on your palm Step2- Extend your arms forward At the same time bend the arms and hit the ball on your palm in front of the chest Step3- Ball catching Stand your legs front and back. Extend your arms forward. Make triangle your thumb and index finger. Hit the ball on the palm. At the same time, bend your arms and catch the ball in front of chest. Line game 1. Make group of three 2. One will be in between the 2 throwers. 3. Throwers try to hit to hit the mid person and make him out to throw the ball. 4. Mid person try to catch the ball to score points 5. Practice it for several times Rectangle Dodge ball 1. Half of the student have to go into the rectangle 2. Others stand two of the short parallel side. And try to hit them to make them out.	•	Dodge ball or Volley ball Whistle Bibs cones
		11 11 11 11 11 11 11 11 11 11 11 11 11	2. Others stand two of the short parallel side. And try to hit them		

		Students will be able	Revise ball throwing and catching (last week lesson)	•	Dodge ball
		to catch, throw, dodge			or
		and do the team play	Play Line dodge ball		Volley ball
		accurately.	1. Make group of three		
			2. One will be in between the 2 throwers.	•	Whistle
			3. Throwers try to hit to hit the mid person and make him out	•	Bibs
		 Follow the rules and 	to throw the ball.	•	Cones
	50	cooperate with others	4. Mid person try to catch the ball to score points		
	l jir	while playing fun	5. Practice it for several times		
	Catching 2	game	Circle dodge ball		
	1 C.		1. Make 2 group of 6/7		
ek	and		2. Make a circle and 6/7 students should be inside the circle.		
15th Week			3. Others try to hit to them to make them out.		
th	iwi		4. The 6/7 students inside try to catch the ball to score points.		
15	Throwing		Dodge ball		
	Ball .	0 0	1. Explain the rules of dedge hall		
		Outfielders Outfielders	Explain the rules of dodge ball Divide the students into 2 groups		
		⊕ ⊕ Throw and hit! ⊕ ⊕	2. Divide the students into 2 groups.		
		0 0	3. Each team has ½ out fielder on opposite side of the court.		
		9 9 9	4. Try to hit the ball to the opponent's teams infielder and infielder		
		9 9	who is hit the ball, must go out of opposite side of the court.		
			5. If the out fielder hit the ball to the opponent infielder, that outfielder can come into the own court.		
			6. If all infielder are hit and the court gets empty, the opponent team will be winners.		
			7. Assess while the students are playing the game dodge ball.		

	H.Dh. AEG	С	PE Scheme	Grade 3	Term1	2008		
16th Week	Ball Throwing and Catching Dodge ball 3	 Students will be able to catch, throw, dodge and do the team play accurately. Follow the rules and cooperate with others while playing fun game 	2. Throw ball each other 3. Observe the student Line Dodge ball 1. Make group of the student o	ing ce to face about 6/7 ft distance er and catch. cs work and give marks three etween the 2 throwers. hit to hit the mid person and mal ll. to catch the ball to score points students should be inside the cir em to make them out. de try to catch the ball to score po dodge ball into 2 groups. t fielder on opposite side of the co the opponent's teams infielder a must go out of opposite side of the the ball to the opponent infielder e into the own court. cand the court gets empty, the op	rcle. oints. ourt. ind infielder ne court. r, that oponent	Assess the students throwing and ball catching Assess while they play dodge ball.	•	or Volley ball Whistle Bibs

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Assessments topics 2008 (1st Term)

- 1. Physical Strength Tests 30 marks
- 2. Running 20 marks
- 3. Hoop 20 marks
- 4. Long rope 10karks5. Dodge ball 10 marks
- 6. Attitude 10 marks