PDST Move Well Move Often - FMS and activity links



Balancing <u>assessments (teacher, self or peer)</u>.

PDDST

Copy Me Balancing (<u>Book 1, p. 116</u>) Mirror Tag (<u>Book 1, p. 117</u>)

LESSON

9



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Information and resources for specific FMS can be found on <u>scoilnet.ie/pdst/physlit</u>, or by clicking on the links below.

Main strand unit for Lessons 1 is jumping.

- <u>Videos</u> for FMS of jumping.
- Jumping <u>information</u>.
- Jumping <u>assessments</u> (teacher, self or peer).

Main strand units for Lesson 2 are jumping and running. Balancing could be explored through the Warm Up activity. Other locomotor skills could also be incorporated within the lesson

<u>Side stepping</u> or jumping could be the main FMS focus of this lesson through the warm up.

<u>Other locomotor skills</u> can be incorporated throughout the lesson.

Walking is the main FMS in this lesson.

<u>Other locomotor skills</u> can be incorporated throughout the lesson.

<u>Running</u> or <u>balancing</u> could be the main FMS focus for this lesson.

Also see <u>PDST Primary Gymnastics page</u> for videos and more information on the <u>tucked roll.</u>

Balancing could be the main FMS focus for this lesson.

<u>Running</u> or <u>balancing</u> could be the main FMS focus for this lesson.

Balancing could be the main FMS focus for this lesson.

You might like to substitute or add the following activities from *Move Well Move Often* (Book 3):





Clockwise – Anti Clockwise (<u>Book 3, p. 95</u>) Card Suits (<u>Book 3, p. 65</u>) Human Ladders (<u>Book 3, p. 68</u>)



High Jump Low Jump (<u>Book 3, p. 67</u>) High Tide (<u>Book 3, p. 64</u>) Stamina Run (<u>Book 3, p. 19</u>)







Find Someone Who (<u>Book 3, p. 45</u>) Shifting Gears (<u>Book 3, p. 15</u>) Group and Balance (<u>Book 3, p. 107</u>)



Stamina Run (<u>Book 3, p. 19</u>) Beanbag Slide (<u>Book 3, p. 108</u>) Timber Tag (<u>Book 3, p. 110</u>)



Crab Race (<u>Book 3, p. 106</u>) Crab and Bear (<u>Book 3, p. 111</u>) Step and Sync (<u>Book 3, p. 97</u>)

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Timber Tag (<u>Book 3, p. 110</u>) Group and Balance (<u>Book 3, p. 107</u>) Landing Circuit (<u>Book 3, p. 120</u>)



Shape Detective (<u>Book 3, p. 104</u>) Circle Pass Challenge (<u>Book 3, p. 105</u>)



