

PLANNING FOR PE DOESN'T HAVE TO LOOK 'DIFFERENT'

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Let's talk PE planning

Physical Education is one of the seven learning area in the New Zealand Curriculum. Therefore, the approach to planning for Physical Education should be the same as in other learning areas.

When planning for PE:

- consider the needs of your students and community
- use the curriculum (the front end and the Health and Physical Education (HPE) learning area) to guide the learning
- look at how you are going to meet those needs i.e., what contexts (games, sports, learning activities) we will use.

The better you understand and know each of these areas, the better you can plan for learning.

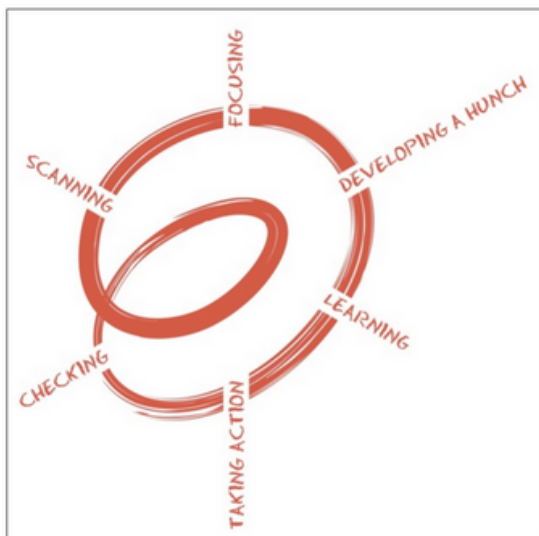
Challenges to quality planning in Physical Education

- Context driven planning.
- Event calendar driven planning.
- Historical and traditional school practices.
- External provider opportunities driving planning.
- Teacher knowledge and understanding of HPE in the curriculum.



Quality planning involves

- using planning formats that meet the needs of your school
- identifying student needs and developing teaching and learning opportunities to meet those needs
- developing a localised curriculum that is specific to your school community
- using the full breadth of the curriculum to support learning
- using the inquiry process to drive planning
- planning that evolves and changes over times to continue to meet needs.



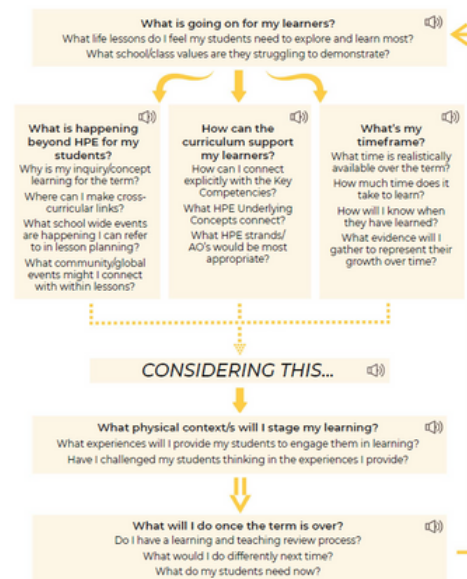
The Inquiry Model

Timperly et al

<https://nzcurriculum.tki.org.nz/Teaching-as-inquiry#collapsible1>

Planning Questions to Consider

Open in Adobe Acrobat and hover over the sound icons to play the audio



PLAY.SPORT

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Planning questions to consider in Implementing PE in Practice

<https://penz.org.nz/pe-resources-for-primary-school-teachers/>

For more information on quality planning visit

<https://penz.org.nz/pe-resources-for-primary-school-teachers/>

Book 1 Section 3

Book 2 Section 2 and 3

See these Explore articles for further information

<https://penz.org.nz/physical-education-in-new-zealand/years-1-8/>

- Effective planning in physical education
- Making physical education learning visible

Think about this

The table below identifies some potential student needs. What contexts (games, sports, physical activities) could you use to support these learning needs?

Try completing the context boxes with these options below. Have a look at the curriculum AOs for more details if you need to.

- cultural games
- ultimate frisbee
- community leisure activities
- playground games
- games from the past



Your context suggestions

| Needs | Curriculum Link | Context |
|-------------------------------|--|---|
| Creativity | AO: Level 2, Strand B, Positive attitudes | Using familiar stories/books and creating games about them |
| Resilience | AO: Level 3, Strand C, Interpersonal skills | |
| Accuracy | AO: Level 1, Strand B, Movement skills; Science and technology | |
| Service (School value) | AO: Level 4, Strand D, Rights, responsibilities, and laws; People and the environment | |
| Hauora/Wellbeing | AO: Level 2, Strand A, Regular physical activity | |

