



2018 SACSA MID YEAR PD SESSION

**HPE Curriculum Development
Teaching Pedagogy Linking Australian Curriculum.**



Fitness Session

Introduction of the Interval Trainer App

SACCSA

DEVOTION – What are the needs?

<https://www.youtube.com/watch?v=XogvI6TP72M>

Phillippians 2: 1-11

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Using technology in PE **PLICKERS**

<https://www.plickers.com/>

This program allows you to gauge class/group responses and display results on a screen.



Using technology in PE **PLICKERS**

QUESTION

How would you rate your school's implementation of the Australian Curriculum for your HPE Curriculum?

- A. Fully Implemented
- B. Mostly Implemented
- C. Started Implementation
- D. Not using the AC



Using technology in PE **PLICKERS**

QUESTION

What is the greatest challenge for your in using the AC?

- A. Understanding the content descriptors of the AC
- B. Ways to purposefully link general capabilities
- C. Ways to purposefully link cross-curriculum priorities
- D. Gauging student's progress using the Achievement standards from AC

Using Technology in PE

ANSWER GARDEN

<https://answergarden.ch/>

Students are able to use their phone to participate in brainstorming and all answers can be easily displayed on a screen



Using Technology in PE **ANSWER GARDEN**

QUESTION

Outline the ways that you have purposefully imbedded the general capabilities/ cross-curriculum priorities into your HPE lessons?

[https://www.australiancurriculum.edu.au/media/3467/hpe - gc learning area.pdf](https://www.australiancurriculum.edu.au/media/3467/hpe_-_gc_learning_area.pdf)



MORNING TEA

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PRACTICAL TEACHING SESSION
SPORTS VS THEMATIC

NET AND WALL GAMES

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NET AND WALL GAMES

- Game-based & understanding approach vs skill development
- Data collection - Game Performance Assessment Instrument (GPAI).
 - Using iPads to capture performance and review
 - Using Fitbit and apps for data collection and review
- Resources
 - Teaching Sport Concepts and Skills (Mitchell, Oslin and Griffin)
 - Teaching Personal and Social Responsibility (TPSR) – Hellison Article (ACHPER)
- Teaching for a purpose (modified games)

NET AND WALL GAMES

Creating a 'thinking' culture in lessons

- Students become critical thinkers when teachers become experts in questioning.
- Good resource for using questioning –
Game Sense, Pedagogy for Performance, Participation and Enjoyment –
Richard Light
- Set reading



PRACTICAL TEACHING SESSION
SPORTS VS THEMATIC

COURT INVASION GAMES

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COURT INVASION GAMES

- TGFU Game Strategies
- Teams using a recorder to analyse attack/defence strategy
- Teaching of transitions in game play
- Use of SEPEP (student directed learning)
- Teaching game understanding levels at each year (soccer coaching group)

USING TECHNOLOGY TO ENHANCE LEARNING

Useful Apps/tools

PLICKERS

Using Plickers to gauge learning and understanding of practical

BOOK CREATOR

Student assessment tool – capture and annotate performance

VIDEO DELAY

Capturing performance for immediate feedback

VIDEO TAGGER

Capturing specific footage for review



LUNCH

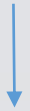
SACS

Backwards planning

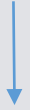
Achievement Standard



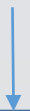
Content Descriptor/s



Focus Area – unit/topic



General Capabilities



Cross-curriculum priorities

KING'S PE UNIT PLANS

- Year 8 Sun Safety Unit
- Year 9 Dance Unit
- Year 8 Camp Task

GROUP TASK

Sharing Practical Units of Work

- Small group review
- Share with whole group

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OTHER USEFUL RESOURCES

- ACHPER charts
- Queensland documentation of AC
<https://www.qcaa.qld.edu.au/p-10/aciq/p-10-hpe/year-8-hpe>
- King's semester overviews (tracking of AS)
- Templates for student reflection, peer/self-assessment



HAVE A GREAT WEEKEND

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