## PP2 PSYCHOMOTOR ACTIVITIES SCHEME OF WORK TERM ONE

14	1	CTDANDC	l c	CDECIFIC LEADAUNG	KEN INOTIBA	CORE	VALUES	LEADAUNG	LEADAII	ACCECCNA	DEE
M	l	STRANDS	S-	SPECIFIC LEARNING	KEY INQURY	COMPETENCE	VALUES	LEARNING	LEARNI	ASSESSM	REF .
E	SS		STRAND	OUTCOMES	QUESTIONS	COMPLICA		EXPERIENCES	NG	ENT	L
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2		BASIC	Locomot	By the end of the sub-		Communicatio	Respect		Realia	1.Observ	
	5	MOTOR SKILLS	ive skills	strand the learner should be able to;	Which activity do	n and collaboration	Patience Responsibilit	Guide learners to	Charts	ation	
		SKILLS		a) identify common terms	you enjoy most?	Critical	_	throw and catch,	pictures	2.Oral	
				used in outdoor activities	2. What objects	thinking and	У	climb and slide. □ Guide lea	rners	questions	
				such as climbing/sliding,	do you enjoy throwing and	problem					
				throwing and catching for	catching?	solving		to watch a video showing children			
				correct response	3. How do you	Self efficacy		throwing,			
					climb and slide?			catching,			
								climbing and			
								sliding   Encourag	e		
									C		
								learners to throw			
								and catch objects,			
								e.g. balls, bean			
								bags ☐ Organize			
								learners in pairs,			
								groups or			
								individually, to			
								play climbing			
								sliding; throwing			
								and catching			
								gandande learners			
								on simple First			
								Aid skills			
3	1-		Locomot	-		Communicatio	Respect		Realia	.Observat	
	5		ive skills	strand the learner should	Which activity do	n and	Patience	Guide learners to	Charts	ion	
				be able to;	you enjoy most?	collaboration	Responsibilit	throw and catch,	pictures	2.Oral	
				a) identify common terms	2. What objects	Critical	У	climb.and slide. ☐ Guide learners		questions	
				used in outdoor activities such as climbing/sliding,	do you enjoy	thinking and					
				such as chinding/shding,	throwing and	problem		to watch a video			

		throwing and catching for correct response	catching? 3. How do you climb and slide?	solving Self efficacy		showing children throwing, catching, climbing and sliding   □ Encourage learners to throw and catch objects, e.g. balls, bean bags   □ Organize learners in pairs, groups or individually, to play climbing sliding; throwing and catching games.   □ Guide learners on simple First			
4 1- 5	Locomot ive skills	By the end of the substrand the learner should be able to; b) climb and slide on playing objects for enjoyment	Which activity do you enjoy most?  2. What objects do you enjoy throwing and catching?  3. How do you climb and slide?	Communication n and collaboration Critical thinking and problem solving Self efficacy	Respect Patience Responsibilit y	Aid skills  Guide learners to throw and catch, climb and slide.  Guide learners  to watch a video showing children throwing, catching, climbing and sliding  Encourage  learners to throw and catch objects, e.g. balls, bean bags  Drganize  learners in pairs, groups or individually, to	Realia Charts pictures	.Observat ion 2.Oral questions	

						play climbing sliding; throwing and catching games.  Guide learners on simple First Aid skills			
5 1-5	Locomot ive skills	By the end of the substrand the learner should be able to; b) climb and slide on playing objects for enjoyment	Which activity do you enjoy most?  2. What objects do you enjoy throwing and catching?  3. How do you climb and slide?	Communication n and collaboration Critical thinking and problem solving Self efficacy	Respect Patience Responsibilit y	Guide learners to throw and catch, climb and slide.  Guide learners  to watch a video showing children throwing, catching, climbing and sliding  Encourage learners to throw and catch objects, e.g. balls, bean bags Organize learners in pairs, groups or individually, to play climbing sliding; throwing and catching games Guide learners  on simple First Aid skills	Realia Charts pictures	Observatio	

6	5		ve skills	By the end of the substrand the learner should be able to; observe safety during climbing and sliding on playing objects	Which activity do you enjoy most?  2. What objects do you enjoy throwing and catching?  3. How do you climb and slide?	Communication n and collaboration Critical thinking and problem solving Self efficacy	Respect Patience Responsibilit y	Guide learners to throw and catch, climb and slide.  Guide learners to watch a video showing children throwing, catching, climbing and sliding  Encourage learners to throw and catch objects, e.g. balls, bean bags Organize learners in pairs, groups or individually, to play climbing sliding; throwing and catching games Guide learners on simple First Aid skills	Realia Charts pictures	.Observation 2.Oral questions	
7	1-5	1	Locomot ve skills	By the end of the substrand the learner should be able to; observe safety during climbing and sliding on playing objects	Which activity do you enjoy most?  2. What objects do you enjoy throwing and catching?  3. How do you climb and slide?	Communication n and collaboration Critical thinking and problem solving Self efficacy	Respect Patience Responsibilit y	Guide learners to throw and catch, climb and slide.  Guide learners to watch a video showing children throwing, catching, climbing and sliding  Encourage learners to throw and catch objects,	Realia Charts pictures	.Observat ion 2.Oral questions	

	e.g. balls, bean bags  Orgalearners in pairs groups or individually, to play climbing sliding; throwing and catching games.		
	☐ Guio	de learners	
	on simple First		
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е	I company to	Realia Charts	.Obs
	Learners to	pictures	ervat
	play games related to		ion
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	learners to role		tions
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they play

8	1-	Non-locomoti
	5	ve
		skills

By the end of the sub- strand the learner should be able to; a) identify common terms used in turning and twisting activities for appropriate response

What are the playing materials and equipment used in twisting and turning? 2. How do we turn and twist? 3. How do you feel when twist and turn?

Communication Respect Patience and collaboration Responsibility solving

Critical thinking and problem Self efficacy

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								turning and twisting as they play			
1		loc	on- comoti e kills	By the end of the substrand the learner should be able to; turning and twisting for flexibility	What are the playing materials and equipment used in twisting and turning? 2. How do we turn and twist? 3. How do you feel when twist and turn?	Communication n and collaboration Critical thinking and problem solving Self efficacy Imaginative and creative	Respect Patience Responsibilit y	Learners to play games related to turning and twisting.  Organize  learners to role play games related to turning and twisting in groups and pairs turning and twisting and twisting and twisting as they play	Realia Charts pictures	.Observat ion 2.Oral questions	
1	1	loc	on- comoti e cills	By the end of the substrand the learner should be able to; turning and twisting for flexibility	What are the playing materials and equipment used in twisting and turning? 2. How do we turn and twist? 3. How do you feel when twist and turn?	Communication n and collaboration Critical thinking and problem solving Self efficacy Imaginative and creative	Respect Patience Responsibilit y	Learners to play games related to turning and twisting games related to turning and twisting in groups and twisting in groups and twisting and twisting and twisting as they play	Realia Charts pictures	.Observat ion 2.Oral questions	
1		loc	on- ecomoti e kills	By the end of the substrand the learner should be able to; turn and twist for safety		Communication and collaboration Critical thinking and problem	Respect Patience Responsibilit y	Learners to play games related to turning and Urganize twisting.	Realia Charts pictures	.Observat ion 2.Oral questions 3.written questions	

			solving Self efficacy Imaginative and creative	learners to role play games related to turning and twisting in groups and pairs.  Guide learners turning and twisting as they play		
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