MOVEMENT SCHEME OF WORK GRADE 3 TERM ONE

V E E K		STRANDS	S- STRAND	SPECIFIC LEARNING OUTCOMES	KEY INQURY QUESTION S	LEARNING EXPERIENCES	LEARNING RESOURCES	ASSESS MENT	REF
1	1- 5			OPENING OF SCHOOL	OL AND P	REPARATIONS			
2	1-5	Basic Motor Skill	Locomot or skill: Skipping	By the end of the sub-strand, the learner should be able to: a) name the parts of the body that are in use when skipping for body awareness, b) watch a video clip on skipping for digital literacy, c) perform skipping in different ways for strength, coordination, endurance and balance, d) practice skipping in different ways for strength, coordination, endurance, balance and for excellence, e) establish relationships through skipping for critical thinking and problem solving, f) appreciate skipping for strength, coordination, balance and self-esteem g) make appropriate play items for creativity and imagination, h) play simple games for enjoyment, creativity, collaboration and peaceful coexistence, i) observe rules when playing games for own and others safety	Name physical activities that can be performed using a rope	□ Learners to answer questions on the parts of the body in use when skipping. □ Learners in groups to watch a video clip of people skipping. □ Learners to practice Skipping in different ways by: o skip in different directions - forward, - backward, - to the right - to the left o skip in different pathways - circular - straight - curved - zigzag o skip in different levels - low - medium - high o learners to skip in varying tempo such as slowly, moderate and fast and make shapes(Realia	1.Obser vation 2.Oral questions	
						square, circle, rectangle etc)			

						☐ Learners to establish relationships such as mirroring, over, under, through, on beside, along and between ☐ Learners in groups to walk and make letters of the alphabet such as such as A, C, D, I, L. ☐ Learners in groups to walk and make numbers such as 6,7,8			
3	1-5	Basic Motor Skill	Locomot or skill: Skipping	By the end of the sub-strand, the learner should be able to: a) name the parts of the body that are in use when skipping for body awareness, b) watch a video clip on skipping for digital literacy, c) perform skipping in different ways for strength, coordination, endurance and balance, d) practice skipping in different ways for strength, coordination, endurance, balance and for excellence, e) establish relationships through skipping for critical thinking and problem solving, f) appreciate skipping for strength, coordination, balance and self-esteem g) make appropriate play items for creativity and imagination, h) play simple games for enjoyment, creativity, collaboration and peaceful coexistence, i) observe rules when playing games for own and others safety	Name physical activities that can be performed using a rope	□ Learners to answer questions on the parts of the body in use when skipping. □ Learners in groups to watch a video clip of people skipping. □ Learners to practice Skipping in different ways by: o skip in different directions - forward, - backward, - to the right - to the left o skip in different pathways - circular - straight - curved - zigzag o skip in different levels - low - medium - high o learners to skip in varying tempo such as slowly, moderate and fast and make shapes(Realia	.Observ ation 2.Oral questio ns	

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					square, circle, rectangle etc) ☐ Learners to establish relationships such as mirroring, over, under, through, on beside, along and between ☐ Learners in groups to walk and make letters of the alphabet such as such as A, C, D, I, L. ☐ Learners in groups to walk and make numbers such as 6,7,8			
	1-5	Locomot or skill: Galloping	By the end of the sub-strand, the learner should be able to: a) watch a video clip on horses galloping for digital literacy, b) perform galloping in different ways for strength, coordination, endurance and balance, c) practice galloping in different ways for strength, coordination, endurance, balance and for excellence, d) establish relationships through galloping for critical thinking and problem solving, e) appreciate galloping for strength, coordination, balance and self-esteem, f) make appropriate play items for creativity and imagination, g) play simple games for enjoyment and peaceful coexistence, h) observe the rules when playing games for own and others safety.	1. Name the animals that gallop? 2. How can you use the skill gallop in your daily life?	□ Learners to answer questions on the animals that gallop. □ Learners watch a video of the animals that gallop. □ Learners to practice galloping in different ways by: o gallop in different directions - forward, - backward, - to the right - to the left o gallop in different pathways - circular - straight - curved - zigzag o gallop in different levels - low - medium - high	Realia	.Observ ation 2.Oral questio ns	

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					 Learners to gallop in varying tempo such as slowly, moderate, fast and make shapes such as square, circle etc: Learners establish relationships such as under mirroring etc. Learners in groups to gallop and make letters of the alphabet such as such as C, I, L, O, Learners in groups to gallop and make numbers such as 7, 6, 3. Learners to make a combination of levels, pathways, tempo and gallop. Learners to play games that involve galloping. Learners to obey rules as they gallop and play games 		
5	1-5	Locomot or skill: Galloping	By the end of the sub-strand, the learner should be able to: a) watch a video clip on horses galloping for digital literacy, b) perform galloping in different ways for strength, coordination, endurance and balance, c) practice galloping in different ways for strength, coordination, endurance, balance and for excellence, d) establish relationships through galloping for critical thinking and problem solving, e) appreciate galloping for strength, coordination, balance and self-esteem, f) make appropriate play items for	1. Name the animals that gallop? 2. How can you use the skill gallop in your daily life?	☐ Learners to answer questions on the animals that gallop. ☐ Learners watch a video of the animals that gallop. ☐ Learners to practice galloping in different ways by: o gallop in different directions - forward, - backward, - to the right - to the left o gallop in different pathways - circular - straight	Realia	

	creativity and imagination,	- curved	T
		- cui veu	
	g) play simple games for enjoyment		
	and peaceful coexistence,	- zigzag	
	h) observe the rules when playing	o gallop in different levels	
	games for own and others safety.	- low	
		- medium	
		- high	
		Learners to gallop in varying	
		tempo such as slowly, moderate, fast	
		and make shapes such as square,	
		circle etc:	
		Dearners establish relationships	
		such as under mirroring etc.	
		Learners in groups to gallop and	
		make letters of the alphabet such as	
		such as C, I, L, O,	
		 Learners in groups to gallop and 	
		make numbers such as 7, 6, 3.	
		 Learners to make a combination 	
		of levels, pathways, tempo and	
		gallop.	
		Learners to play games that	
		involve galloping.	
		Learners to obey rules as they	
		gallop and play games	

6	5	Locomot or skills: Dodging	By the end of the sub-strand, the learner should be able to: a) name the parts of the body that are in use when dodging for body awareness, b) watch a video clip on a game of Netball and observe dodging for digital literacy, c) perform dodging in different ways for strength, coordination, endurance and balance, d) practice dodging in different ways for strength, coordination, endurance, balance and for excellence, e) establish relationships while dodging for critical thinking and problem solving, f) appreciate dodging for strength, coordination, balance and self-esteem, g) make appropriate play items for creativity and imagination, h) play simple games for enjoyment, creativity, collaboration and peaceful coexistence, i) obey rules when playing games for own and others safety,	1. Mention games that you can play using dodging? 2. What do you do to avoid being hit by a kicked ball	Learners to answer questions on the games where the dodging skill is used. Learners to watch video clips of a netball game and to make observation on dodging. Learners to practice dodging i. forward, backward, to to the right to circular straight curved zigzag dodging in different levels, slowly moderate and fast Learners to play games while using the skill galloping Learners to obey rules as they gallop and play games	Realia	Observ ation 2.Oral questio ns
7	1-5	Locomot or skills: Dodging	By the end of the sub-strand, the learner should be able to: a) name the parts of the body that are in use when dodging for body awareness, b) watch a video clip on a game of Netball and observe dodging for digital literacy, c) perform dodging in different ways	1. Mention games that you can play using dodging? 2. What do you do to avoid being	Learners to answer questions on the games where the dodging skill is used. Learners to watch video clips of a netball game and to make observation on dodging. Learners to practice dodging in o forward, o backward,	Realia	Observ ation 2.Oral questio ns

			for strength, coordination, endurance and balance, d) practice dodging in different ways for strength, coordination, endurance, balance and for excellence, e) establish relationships while dodging for critical thinking and problem solving, f) appreciate dodging for strength, coordination, balance and self-esteem, g) make appropriate play items for creativity and imagination, h) play simple games for enjoyment, creativity, collaboration and peaceful coexistence, i) obey rules when playing games for own and others safety,	hit by a kicked ball	o circular o straight c curved zigzag dodging in different levels, slowly moderate and fast Learners to play games while using the skill galloping Learners to obey rules as they gallop and play games			
8	1-5	1.4 Locomot or skill: Sliding	By the end of the sub-strand, the learner should be able to: a) explore sliding in different ways for body awareness, b) watch a video clip of people sliding for digital literacy, c) perform sliding in different ways for strength, coordination, endurance and balance, d) practice sliding in different ways for strength, coordination, endurance balance and for excellence, e) establish relationships through sliding for critical thinking and problem, f) appreciate sliding for strength, coordination, balance and self-esteem,	1. How can you use the skill sliding (side gallop) in your daily routine? 2. Name animals that slid for movement	□ Learners to answer questions on the parts of the body that are in use when sliding. □ Learners watch a video clip of the animals that slide. □ Learners to practice sliding in different ways by: o gallop in different directions - forward, - backward, - to the right - to the left slide in different pathways - circular - straight	Realia	Observation 2.Oral questions	

			g) make appropriate play items for creativity and imagination, h) play simple games for enjoyment, creativity, collaboration, and peaceful coexistence, i) observe the rules when playing games for own and others safety,		- curved - zigzag o slide in different levels - low - medium - high - Learners to establish relationships such as under, on, through, round, between, sideways etc Learners in groups to slide and make letters of the alphabet such as such as O, N, T, W, Y Learners in groups to slide and make numbers, 5, 6, 7, 8 Learners to make a combination of levels, pathways, tempo and slide Learners to play games that involve sliding Learners to obey rules for safety.			
9	1- 5	1.4 Locomot or skill: Sliding	By the end of the sub-strand, the learner should be able to: a) explore sliding in different ways for body awareness, b) watch a video clip of people sliding for digital literacy, c) perform sliding in different ways for strength, coordination, endurance and balance, d) practice sliding in different ways for strength, coordination, endurance balance and for excellence, e) establish relationships through sliding for critical thinking and problem,	1. How can you use the skill sliding (side gallop) in your daily routine? 2. Name animals that slid for movement	□ Learners to answer questions on the parts of the body that are in use when sliding. □ Learners watch a video clip of the animals that slide. □ Learners to practice sliding in different ways by: o gallop in different directions - forward, - backward, - to the right - to the left slide in different pathways	Realia	.Observ ation 2.Oral questio ns	

			f) appreciate sliding for strength, coordination, balance and self-esteem, g) make appropriate play items for creativity and imagination, h) play simple games for enjoyment, creativity, collaboration, and peaceful coexistence, i) observe the rules when playing games for own and others safety,		- circular - straight - curved - zigzag o slide in different levels - low - medium - high - Learners to establish relationships such as under, on, through, round, between, sideways etc Learners in groups to slide and make letters of the alphabet such as such as O, N, T, W, Y Learners in groups to slide and make numbers, 5, 6, 7, 8 Learners to make a combination of levels, pathways, tempo and slide Learners to play games that involve sliding Learners to obey rules for safety.			
1 0	1-5	Non- locomoto r: Twisting	By the end of the sub-strand, the learner should be able to: a) explore twisting in different ways for body awareness, b) watch a video clip of ballet dancers for digital literacy, c) perform twisting in different ways for strength, coordination, endurance and balance, d) practice twisting in different ways for strength, coordination, endurance, balance and for excellence, e) establish relationships through twisting for critical thinking and	Which parts of the body can twist 2. Name an activity that involves twisting?	Learners to watch video clips of ballet dancers. Learners to practice twisting individually and in groups. Learners participate in twisting activities. Observe rules for safety	Realia	.Observ ation 2.Oral questio ns	

			problem, f) appreciate twisting for strength, coordination, balance and self-esteem, g) make appropriate play items for creativity and imagination, h) play simple games for creativity, collaboration ,enjoyment and peaceful coexistence, i) obey rules when playing games for own and others safety					
1 1	1-5	Manipula tive skills: Striking	By the end of the sub-strand, the learner should be able to: a) watch a video clip of cricket players and observe striking for digital literacy, b) perform striking in different ways for strength, coordination, endurance and balance, c) practice striking in different ways for strength, coordination, endurance, balance and for excellence, d) establish relationships through striking for critical thinking and problem solving, e) appreciate striking for strength, coordination, balance and self-esteem, f) make appropriate play items for creativity and imagination, g) play simple games for creativity, collaboration ,enjoyment and peaceful coexistence, h) obey rules when playing games for own and others safety	Which parts of the body is used for striking? 2. Name a game where the striking skill is used?	□ Learners answer questions on the parts of the body that are used for striking. □ Learners to watch a video clip of game where the striking skill is performed such as rounder and cricket. □ practice striking in different ways by: o striking in different directions such as forward, backward, to right and left o striking sideways o strike in different levels such as low, medium and high o strike an object to varying distances such as near, far	Realia	Observation 2.Oral questions	

1 2	1-5	Manipula tive skills: Striking	By the end of the sub-strand, the learner should be able to: a) watch a video clip of cricket players and observe striking for digital literacy, b) perform striking in different ways for strength, coordination, endurance and balance, c) practice striking in different ways for strength, coordination, endurance, balance and for excellence, d) establish relationships through striking for critical thinking and problem solving e) appreciate striking for strength, coordination, balance and self-esteem, f) make appropriate play items for creativity and imagination,	Which parts of the body is used for striking? 2. Name a game where the striking skill is used?	□ Learners answer questions on the parts of the body that are used for striking. □ Learners to watch a video clip of game where the striking skill is performed such as rounder and cricket. □ practice striking in different ways by: o striking in different directions such as forward, backward, to right and left o striking sideways o strike in different levels such as low, medium and high o strike an object to varying distances such as near, far □ Learners to play games that involve striking.	Realia	Observation 2.Oral questions 3.written questions	
			f) make appropriate play items for					
1 3 \$ 1 4			END OF TERM A	SSESSME	INT AND CLOSING			