

1.6 Learning Outcomes Framework

Overall Level	Learning Outcomes	Relevant Knowledge**
1	<p>Students are able to</p> <ol style="list-style-type: none"> 1. acquire fundamental movement skills and move with music including running, sliding, galloping, step-hopping, skipping, landing (jump from hip joint height). 2. master dodging. 3. demonstrate single poses by using different body parts. 4. demonstrate the following manipulative skills: under-arm rolling, catching a rolling ball, throwing a bean bag both under-arm and over-arm, and punting with a ball or a shuttlecock. 5. demonstrate a learnt movement sequence. 6. participate in games by using the learnt skills. 	<ul style="list-style-type: none"> • Acquire vocabulary related to movements • Identify different movements • Know the names of different body parts • Describe movements with relevant concepts such as body shapes, pathways, directions, levels, body parts, space, force, relation, etc
2	<p>Students are able to</p> <ol style="list-style-type: none"> 1. acquire relatively more difficult movement skills including speed running, bunny jumps (along a bench), standing high jumps, standing long jumps, hopping and leaping. 2. master sideward rolling, forward rolling, airborne turning; demonstrate single poses or movement sequence to music. 3. demonstrate poses or movement sequence with a partner emphasising the use of various body parts. 4. demonstrate the following manipulative skills: bouncing a ball on the spot with a single hand, passing and catching a ball with both hands, striking, kicking, and dribbling with the foot. 5. demonstrate a movement sequence with learnt movement skills; show a coordinated use of body parts, apparatus and music. 6. participate in zone and confrontation games by using the learnt movement skills. 	

** It may not be appropriate to set levels for "Relevant Knowledge". Teachers should judge when to teach and assess items by referring to relevant learning outcomes.