## **HEALTH & PHYSICAL EDUCATION (HPE)**

By the end of <b>Year 3</b>	By the end of <b>Year 5</b>	By the end of <b>Year 7</b>	By the en
<ul> <li>Students are able to:</li> <li>pose questions and plan simple activities and investigations</li> <li>identify and collect information and evidence</li> <li>draw conclusions and make decisions</li> <li>propose and take action to promote health and wellbeing, movement capacities and personal development</li> <li>apply fundamental movement skills when participating in physical activities</li> <li>create and sequence simple movement patterns in response to stimuli</li> <li>apply personal development skills when interacting with</li> </ul>	By the end of Year 5         Students are able to:         • pose and refine questions or issues, and plan activities         • collect, organise and evaluate information and evidence         • draw conclusions and make decisions by identifying connections         • propose, justify and implement simple plans or actions to promote health and wellbeing, movement capacities, and personal development         • apply fundamental and simple specialised movement skills when participating in physical activities         • create and perform movement sequences by selecting and combining movement skills         • apply personal development skills and strategies in team and group situations         • identify and apply safe practices         • reflect on and identify how their own and others' behaviours, skills and actions influence health and wellbeing, movement capacities and personal development         • reflect on learning to identify new understandings and future applications.	<ul> <li>Students are able to:</li> <li>identify issues and plan investigations and activities</li> <li>collect, analyse and evaluate information and evidence</li> <li>draw conclusions and make decisions supported by information and evidence</li> <li>propose, justify, implement and monitor plans or actions to promote health and wellbeing, movement capacities and personal development</li> <li>apply movement concepts and make purposeful refinements to movement skills</li> <li>create and perform movement sequences through modifying and combining movement skills and applying</li> </ul>	ying opment ces on ersonal uences identify is activities of research evidence of draw cor argumen or draw cor argumen or estearch evidence or esearch evidence or esearch evidence or esearch evidence or esearch evidence or argumen or refine mon the princ or create ar and com concepts or select an developm
<ul> <li>others</li> <li>follow guidelines to apply safe practices</li> <li>reflect on and identify how behaviours, skills and actions influence health and wellbeing, movement capacities and personal development.</li> <li>reflect on learning to identify new understandings.</li> </ul>		<ul> <li>movement concepts</li> <li>identify risks and justify and apply safe practices</li> <li>select and demonstrate appropriate personal development skills and strategies in team and group situations</li> <li>reflect on and identify the impact of diverse influences on health and well being, movement capacities and personal development, including the best use of positive influences</li> <li>reflect on learning, apply new understandings and identify future applications.</li> </ul>	



## end of Year 9

are able to:

y issues and inequities and plan investigations and ies

rch, analyse and evaluate data, information and nce

conclusions and make decisions to construct ents

se, justify, implement and monitor plans or actions to ve goals, address inequities and promote health and ing, movement capacities and personal development

movement skills and apply movement concepts, and inciples of training

and perform movement sequences by manipulating ombining movement skills and applying movement pts

risks and devise and apply safe practices

and apply positive, respectful and inclusive personal opment skills and strategies

on health inequities, and identify the impact of e influences on health and well being, movement ities and personal development, and the best use of e influences

on learning, apply new understandings and justify applications.

