



**Truganina**  
College

Inspiring Excellence in Learning to Believe, Achieve and Succeed.

## Years 8-9 Sports & Recreation Overview 2024

Our school community is one with high expectations.  
We are collaborative and inclusive of all.

We deliver a 21<sup>st</sup> century guaranteed and viable curriculum that results in outstanding student achievement.

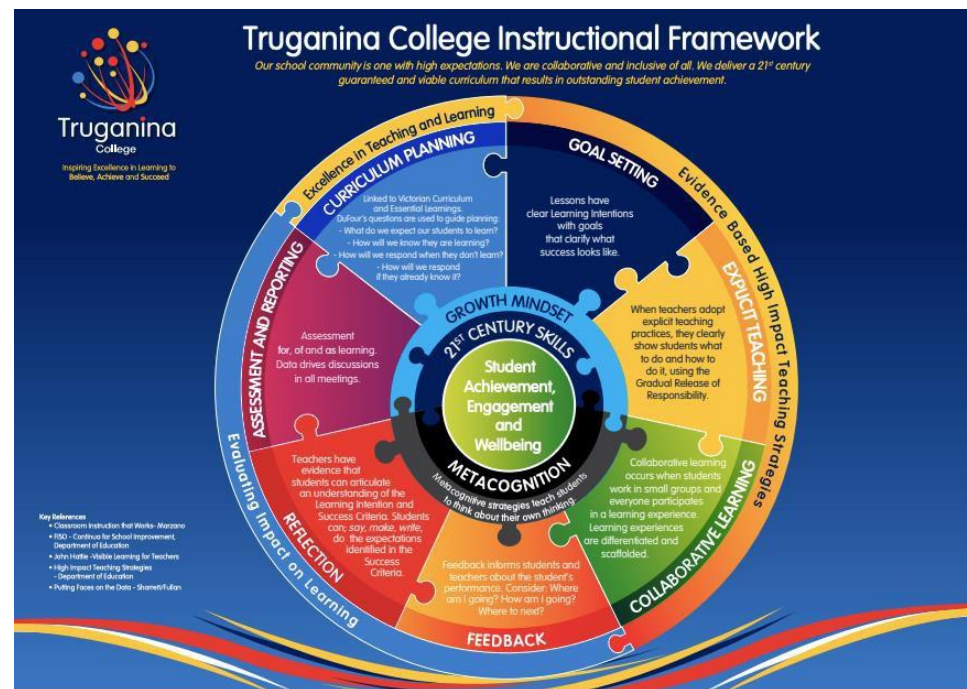
The Sport & Recreation Curriculum links directly to High Impact Teaching Strategies (HITS)



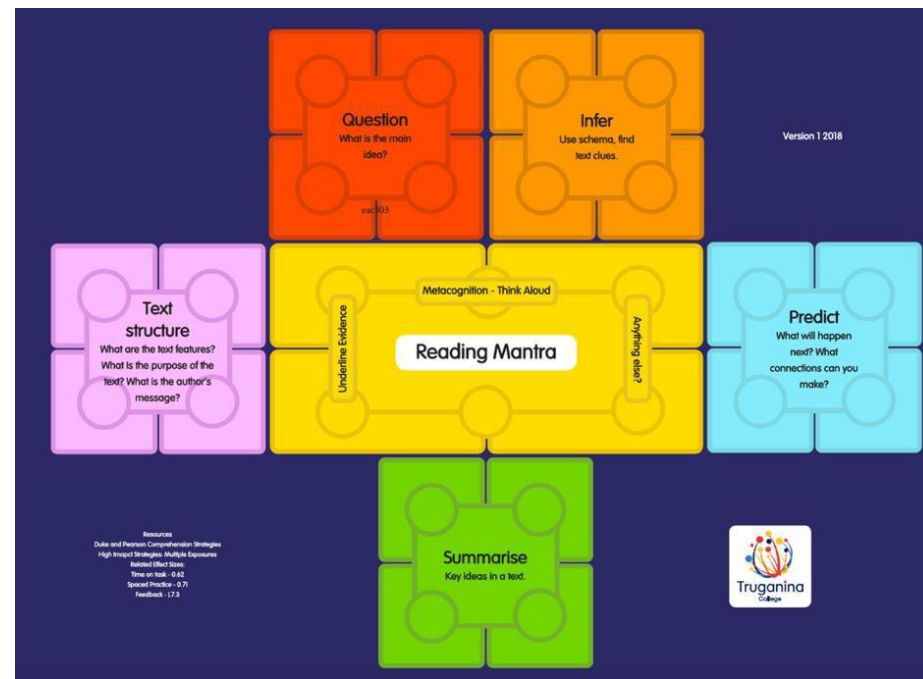
The planning, teaching and learning of the Sport & Recreation Curriculum link directly to the College's Strategic Plan goals:

- Goal 1: To improve student learning outcomes in literacy and numeracy.
- Goal 2: To empower students to become independent and self-regulating learners.
- Goal 3: To enhance the health and wellbeing of all students.

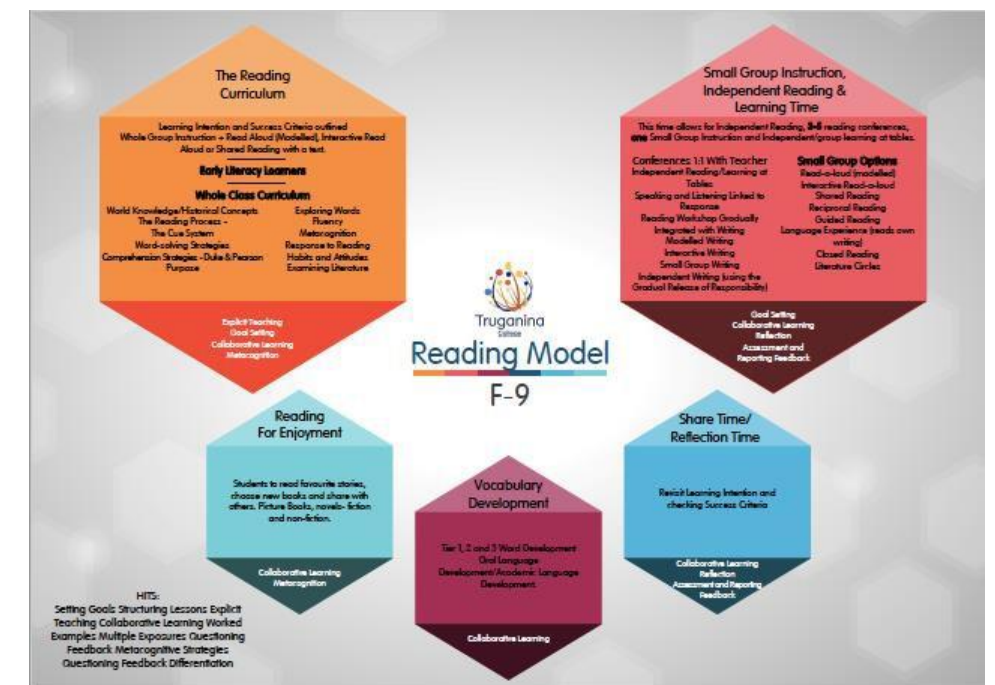
### Instructional Framework



### Reading Mantra



### Reading Model



#### Curriculum Planning - Refer to DuFour's questions

- What do we need our students to learn?
- How will we know they are learning?
- What will we do if they have already learned it?
- What will we do if they have not learned?

Assessment & Reporting - Data drives discussion in all meetings

#### 21st century learning

- Ways of Thinking: Creativity & Innovation, Critical Thinking, Problem Solving & Decision Making, Learning to Learn
- Ways of Working: Communication & Collaboration
- Ways of Living in the World: Local & Global Citizenship, Personal & Social Responsibility, Life & Career
- Tools for Working: Information Literacy, Information & Communication Technology (ICT) Literacy

#### Duke & Pearson Comprehension Strategies

Critical & Creative thinking

	Term 1	Term 2
	<b>IGNITE CURRICULUM</b>	
Year 8	<p><b>Sport and Recreation Curriculum Link</b></p> <p>Practise and apply personal and social skills when undertaking a range of roles in physical activities <a href="#">(VCHPEM139)</a></p> <p>Use feedback to improve body control and coordination when performing specialised movement skills <a href="#">(VCHPEM133)</a></p> <p>Critical and creative thinking Investigate when counter examples might be used in expressing a point of view <a href="#">(VCCCTR037)</a></p> <p><a href="#">Summarising &amp; Retelling and Questioning.</a></p>	<p><b>Sport and Recreation Curriculum Link</b></p> <p>Participate in physical activities that develop health-related and skill-related fitness components, and create and monitor personal fitness plans <a href="#">(VCHPEM136)</a></p> <p>Modify rules and scoring systems to allow for fair play, safety and inclusive participation <a href="#">(VCHPEM141)</a></p> <p>Participate in and investigate the cultural and historical significance of a range of physical activities <a href="#">(VCHPEM138)</a></p> <p>Critical and Creative Thinking Examine a range of learning strategies and how to select strategies that best meet the requirements of a task <a href="#">(VCCCTM041)</a></p> <p><a href="#">Visualising and Metacognition</a></p>
Year 9	<p><b>Sport and Recreation Curriculum Link</b></p> <p>Reflect on how fair play and ethical behaviour can influence the outcomes of movement activities <a href="#">(VCHPEM160)</a></p> <p>Analyse the impact of effort, space, time, objects and people when composing and performing movement sequences <a href="#">(VCHPEM156)</a></p> <p>Critical and Creative Thinking Critically examine their own and others thinking processes and discuss factors that influence thinking, including cognitive biases <a href="#">(VCCCTM051)</a></p> <p><a href="#">Setting a Purpose and Inferring.</a></p>	<p><b>Sport and Recreation Curriculum Link</b></p> <p>Design, implement and evaluate personalised plans for improving or maintaining their own and others' physical activity and fitness levels <a href="#">(VCHPEM155)</a></p> <p>Develop, implement and evaluate movement concepts and strategies for successful outcomes <a href="#">(VCHPEM154)</a></p> <p>Evaluate own and others' movement compositions, and provide and apply feedback in order to enhance performance situations <a href="#">(VCHPEM153)</a></p> <p>Perform and refine specialised movement skills in challenging movement situations <a href="#">(VCHPEM152)</a></p> <p>Critical and Creative Thinking Challenge previously held assumptions and create new links, proposals and artefacts by investigating ideas that provoke shifts in perspectives and cross boundaries to generate ideas and solutions <a href="#">(VCCCTQ045)</a></p> <p><a href="#">Visualising and Metacognition</a></p>