

P.4 P.E SCHEME OF WORK FOR TERM II

V		TOPIC	SUB	CONTENT	COMPETEN	CES	METHOD	ACTIVITI	Indicators	t/aids	Ref	r
К	D		TOPIC		Subject	Languag e	S	ES	of life skills and values			e m
1	1	Advance d games	Reacti on games	Relay game -put learners into two teams -give them the button -the first player in each team takes buton and runs fast	The learner - demonstra tes physical qualities e.g reaction, speed and strenghth	The learner -listens and responds to instructi ons -explains the values of playing advance d games	participat ion demonstr ation	running jogging	team work -tolerance -co- operation -patience	sticks buttons	Pri 4 currca pr II page 8	
2	1			<u>Crusts and</u> <u>crumbs</u>	The learner:	The learner	command discovery	running hopping	<u>Team</u> work	whistle s	Teach ers resou	

			-Group the learners into two groups -Let then chase after one another	- demonstra tes physical qualities like speed	- pronoun ces the words ie crust and crumb -listens and responds to instructi ons			- cooperatio n sharing		rce book Pri 4 page 44
3	1	Invasi on games	Devil touch -select one player to become the devil - tie a ribbon around the devils heads to cover the eyes Let the devil begin the chase across the river -Divide the	The learner - demonstra tes physical qualities like speed and strength	The learner -listens and responds to instructi ons - strategie s involving playing advance d games	practice discovery	running jumping chasing	coping with emotions -tolerance -patience -sharing -concern	ribbon whistle	Pri 4 curr Cape II page 8 Teach ers resou rce book Pri 4 page 44
4	1		activity area into three	The learner	The learner	discovery participat ion	pushing running catching	friendship formation -toleranve	whistle s learner	Teach ers resou

				sections i.e	-	-listens			-sharing		rce
1				ABC	demonstra				-concern		book
1				-appoint two	tes a	responds			concern		Pri 4
				players for	healthy	to rules					page
				section B	and active	and					46
				and name	life style	regulatio					Pri 4
				them	by	ns of the					Curr
				crocodiles	participati	game					Cape
				-The rest	ng in the	-					II
				should go to	game	interpret					page
				section c	0.	S					8
				then start		strategie					
				the game		s					
				0		involving					
						playing					
						advance					
						d games					
5	1		Ball	Dodge the	The	The	participat	dodging	sharing	balls	Pri
		Advance	games	<u>ball</u>	learner	learner	ion	throwing	<u>team work</u>		Cape
		d games		-Group	-	listens	demonstr		cooperatio		II
				learners into	demonstra	and	ation		n		page
				two teams ie	tes	responds			sharing		9
				the targeters	strength	to the					
				and the	and	rules of					
				dodges.	endurance	the game					
				-The	-applies						
				targeters	basic						
1				throw a ball	values and						
1				at the	strategies						
				dodgers	of playing						

		aiming at	advanced							
		•								
4	<u> </u>			T T1	1:	1 .	. 1	-1	T 1	_
L			-		-					
			learner		command	fighting	.patience			
	games		-					S		
				responds						
			•	to					Pri 4	
		their feet to		instructi					page	
			flexibility	ons					50	
		another								
		-The one								
		who falls off								
		loses the								
		game								
1	Lead	Her, there	The	The	discovery	running	-tolerance	whistle	Pri 4	
	up	<u>everv</u>	learner:	learner	demonstr	participat	-		curr	
	-	where	-	listens	ation	ing the	togetherne		Cape	
	0	-Let the	demonstra	and		-	SS		II	
		stand spaced	tes speed	responds		0	-co-		page	
		all over the	and	to			operation		9	
			endurance	instructi			-concern			
				ons						
		the centre.								
		-Tell them to	ce of							
		run as								
		towards the	0							
		t games	tfighting gamesgames-Put learners in pairs and instructs 	hitting themgamesContesFootThetfightinglearnergames-Put learners-in pairs andinstructstesthem to usethem to usestrengththeir feet topush oneflexibilityanother-The onewho falls offloses thegame-gamesHer. thereTheupgames-stand spacedandall over theandand you inthroughthe centre.performan-Tell them toce ofrun aspointinggamesrun as	hitting themgamesContesFootTheThetfightinglearnerlearnergames-Put learnerslistensin pairs anddemonstraandandinstructstesrespondsthem to usestrengthtotheir feet toandinstructipush oneflexibilityonsanotherThe onewho falls offloses thegamesupeverylearner:games-learner:lLeadHer. thereTheupstand spacedtes speedall over theandtoall over theandtoand you inthroughonsrespondsandtoresponds-upgames-yhere-listens-Let thedemonstraand you inthroughthe centre.performan-Tell them toce ofrun asvariouspointinggames	Image: second	Ihitting them fighting gamesgamesIdiscovery commandpushing fightinggamesFoot fighting -Put learners in pairs and instructs them to use their feet to push one anotherThe learner -listens and instructi onsdiscovery commandpushing fightingPut learners in pairs and instructs their feet to push one anotherlistens and instructi onsand instructi onsThe one who falls off losses the game-The learner: learner: learner learnerdiscovery discovery discovery discoveryrunning participat ationILead up gamesHer. there gameThe learner: learner: learner listens and to instructi onsdiscovery discovery discovery discovery discovery demonstr ationrunning participat ing the gameILead up gamesHer. there ationThe learner: learner: learner listens and to instructi onsdiscovery discovery discovery demonstr ationILead up gamesHer. there every up outingThe learner: learner listens and to onsdiscovery discovery demonstr ationILead up up gamesHer. there every outingThe learner learner learner learner learner listens and to onsdiscovery discovery learner learner learner learner learnerILead all over the and you i	Ihitting them fightinggamesII<	initing themgamesImage: second	Image: space s

		intended direction								
3 1 9 1	Lead up games	-Learners who take the wrong direction should stay out of the game air, land and sea -divide learners into three teams air, lamd, amd sea -have members of each team stand in a laine behind their group leader -direct them to specific areas to runs -instructs learners in-	The learne: Applies basic values and strategies of playing advanced games	The learner Explains the playing advance d ganes	demonstr ation command	runnug around the activity area	team work -co- operation -sharing -endurance	whistle	Pri 4 Cape II page 9 Teach ers respir es book Pri 4 page 53	

			front of the line to rund								
1	1		<u>Katambala</u>	The	The	command	singing	team work	handke	Teach	
0			<u>game</u>	learner	learner	discovery	running	-	rchiefs	ers	
			-divide the	-	listens			cooperatio		resou	
			learners into	demonstra	and			n		rce	
			two grouos	tes	responds			-		book	
			-the first	strength	to the			leasdership		Pri 4	
			player one	and speed	instructi			sharing		page	
			the line runs	-performs	ons					56	
			with a	games and	-sings						
			handkerchief	activities	songs						
			-they give	from his	and						
			the	or her	recites						
			handkerchief	own	the						
			to the next	communit	known						
			runner in	у	poems						
			their team		related						
					to the						
					tradition						
					als						
					gaames						