# Hop, skip and jump rope - Stage 2

This unit aims to assist teachers to reinforce the explicit teaching of the fundamental movement skills of the hop, skip and jump using rope skipping. It provides opportunity for students to practise these skills in fun and challenging situations and through common activities which students can transfer to the playground and break times.

This unit provides students with a sequence of developmentally appropriate activities and equipment, instruction and feedback. Videos are provided to demonstrate the skills and extension activities or tricks as part of the unit.

These activities may be reinforced over a number of weeks and can be revisited throughout the year. **Teachers should choose a combination of activities which suit the space available and the student needs in your class.** Some sessions may be used more than once to revise and build on previous skill development.

### Unit overview - 3-6 weeks

#### Syllabus outcomes Physical literacy continuum markers – Cluster 3 **Movement Competencies** COS2.1 Uses a variety of Tactical movement Motivation and behavioural Personal and social attributes ways to communicate with skills Performs stability skills with Applies a specific tactic to Modifies actions to ensure and within groups control and precision in a achieve success in a single Works independently on safety in physical activity physical activity, e.g. shows range of contexts, e.g. using new skills and physical without prompting **INS2.3** Makes positive different levels, directions an understanding of when, activities Demonstrates respect for contributions in group and pathways depending on where and how to move Reflects on how their efforts self, others, rules and activities the context affect skills and Implements a tactic based equipment and the environment during physical Performs locomotor on individual strengths achievements in physical MOS2.4 Displays a focus on movement skills with control within a physical activity activity activity quality of movement in and precision in a range of applying movement skills to a Recognises that Offers positive suggestions contexts, e.g. using different variety of familiar and new participation in different to facilitate physical activity speeds, levels, directions, situations types of physical activity can to be inclusive of others pathways and relationships have different effects on Cooperates when working in to equipment and others **GYS2.10** Demonstrates health and wellbeing depending on the context a group control in performing Participates in physical sequences of introductory Identifies situations where it Connects a variety of activity with confidence avmnastics movements is appropriate to adopt a stability, object control and role (e.g. leader or follower) locomotor skills to perform **GSS2.8** Participates and uses in physical activity contexts quality movement equipment in a variety of sequences in a range of games and modified sports. controlled environments. e.g. balance (stability) to a **V5** Willingly participates in roll (locomotor) to a jump regular physical activity (locomotor)





# Learning experiences

#### Learning experience Planned assessment and teaching notes Suggested activities (developmental sequence) The huff and puff or warm up activity should be sufficient in preparing students in Stage **Equipment required** 2 to be warmed up ready for the lesson. It Markers, individual short skipping ropes, long ropes should involve 'huff and puff' activities (activities which raise the heart rate). Warm Up/ Huff and puff activities **Assessment strategy** Release tag. Students work in four teams. One team is selected as the 'catchers'. Students who are The teacher: caught are placed in a designated square. The catchers should chase the other students and guard the • Observes students performing the square. Students who are caught are released by being touched by those students who are still free. Each locomotor movements team gets a turn to chase for three minutes and tries to catch as many students as possible. Balance tag. Mark out a designated area and choose three students who are 'It'. These students chase Assessment criteria the other students in an attempt to tag them. Students are immune from tagging if they balance on one The student: foot with their arms above their head or out to the side. Tagged players become 'lt'. · identifies ways they can move by using Everyone tag different pathways, levels and directions • Students use a locomotor movement to move within a designated area and try to tag each other. practises and reproduces movement sequences and skills that include a Students who are tagged crouch down and continue to tag from this position. starting and finishing position Once they have tagged 2 people they re-join the game moving within the area. creates and performs movement Variation: Change the locomotor movement, e.g. walk, skip, hop and jump. sequences that vary in shape, size, direction, level, speed, and flow Traffic. Students move around the playing area performing a selected locomotor movement. On a signal, displays consideration of others in group the teacher calls either: motorbike (one student); car (two students standing side by side); truck (three activities students); bus (six students); train (whole class needs to form a line). Once they are in these groupings, helps others to achieve set tasks the students pretend they are a car, train, bus etc. until the teacher signals for them to move around again until the next call is made. Repeat. The above criteria relates to outcomes COS2.1, INS2.3, MOS2.4, GYS2.10, Body clusters. Students move around a designated area using one of the fundamental movement skills. GSS2.8 and V5 Call out a number and a body part and students form groups of that number and connect to their group with the body part. For example 'five elbows' means they get into a group of five and link to their group with their elbows.





### Learning experience

# Practicing and developing the skill

#### Lesson 1

Ready position

Basic Jumping - single bounce, double bounce, jogging step

#### Lesson 2

Revise lesson 1 skills

Side Swings

Hopping on one foot

#### Lesson 3

Revise lesson 1 and 2 skills

**Criss Cross** 

Backwards jumping

#### Lesson 4

Revise lesson 1, 2 and 3 skills

**Backwards Criss Cross** 

#### Lesson 5

Revise lesson 1, 2, 3 and 4 skills

Double unders

Partner tricks (Face to face (or face to side),1 Twirl/ 1 Jump, Link, Switching Handles, Chinese wheel)

Additional Videos of this skill set can be found at

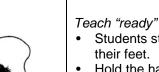
The Heart Foundation Australia Jump Rope for Heart demonstrations.

https://www.voutube.com/user/HeartFoundationAust/search?querv=skipping

https://www.voutube.com/watch?v=eB16HqVi9Y0&list=PLNfkblpeHBSW62wsive KDKSF6tWHF9sE&inde x=8 and https://www.youtube.com/user/carly3ify/videos

More challenging tricks and skills can be found at

https://www.youtube.com/watch?v=LTe8nUuWz00&list=PLNfkblpeHBSW62wsive KDKSF6tWHF9sE&ind ex=7



notes

#### Teach "ready" position:

Students stand with jump rope behind

Planned assessment and teaching

- Hold the handles out in front of their body so the rope is touching against their leas.
- Push hands down towards the ground and turn rope over your head, so it makes a rainbow shape.

It is very important to begin in this ready position. Often times students will begin with the handles up high by their ears, but the handles should be extended out in front of the body (waist height, away from body).

At first, have students swing rope over their head and trap the rope with their feet (instead of trying to jump over the rope). When they feel comfortable with the arm movements they may begin to try to jump over.

#### Single bounce

One jump for every turn of the rope.

- Remind students to not jump too high, just a few inches off the ground.
- Keep elbows/arms by your sides.

#### Double Bounce

Two bounces for every turn of the rope.

#### Jogging step

Stepping over the rope one foot at a time, as if you're jogging in place.





## Learning experience Planned assessment and teaching notes • With two people holding the ends of the rope, they should be able to twirl it so Lesson 6 - long rope focus that the rope is touching the ground. They should hear the "click" sound of it Each class should have enough ropes for students to work in groups of 3 to increase involvement and touching. include all students. The rope should make a nice arc, like a Teachers could integrate the long rope with other short rope activities to reduce how many long ropes rainbow. required. Mark a line in the middle as a reference Use the long rope in the centre and have other students jumping with single ropes on the outside of the point for the jumper. space. Rope forming a Straight Line: Lay rope on the ground in a straight line and do the following: Jog around the rope forward and backward. Do the same with other locomotor movements or animal walks. Hop back and forth across the rope, moving down the line. Hop slowly down the line and rapidly back. Jump with two feet over the rope. Do a high jump over and a low jump back. Bunny jump over, frog jump back. Building a House: Two students hold rope loosely, a few inches off the ground; another student jumps over rope and back. Holders raise the rope a couple inches each time the jumper clears it. Snake in the Grass: Holders stoop down and wiggle the rope on the ground. Jumpers try to jump over the rope and not touch it as it moves. Long rope jumping • To begin, have the jumper stand in the middle. Ask students twirling to count 1,2,3 before twirling. Use rhymes to encourage students to develop timing.

Teddy Bear - Teddy Bear Teddy Bear Turn Around, Teddy Bear Teddy Bear Touch the Ground, Teddy Bear Teddy Bear Turn off the Light, Teddy Bear Teddy Bear Jump Outta Sight!

Ice Cream - Ice cream, Ice Cream, Cherry on Top, How many ice creams have you got? 1, 2, 3, 4,...etc...(students keep jumping until they miss)





Learning experience	Planned assessment and teaching notes
Lesson 7	110100
<ul> <li>Invite students to create their own sequences, combining different skills together using individual or long ropes.</li> <li>Where possible use music to provide a rhythm or beat for the routine.</li> <li>Allow students to demonstrate and perform their routines for another group or the whole group if they</li> </ul>	
feel comfortable sharing their performance.	
Across the different lessons, reinforce learning and concepts by asking students:	
How did you ensure the safety of others?	
How did you know where and how to use your equipment in relation to others?	
What did you as an individual do to include others and show them respect?	
How did our effort and practice impact on your success and achievement?	
How did you feel when you experienced success?	
How did you react when you found a skill challenging or couldn't master it? Did you feel like giving up?     Did you keep trying or did you stop?	
<ul> <li>How does adopting a positive attitude assist you to develop new skills and persist with learning new skills?</li> </ul>	
What were some strengths or positives you can take from today's lesson or this unit?	
How can developing these skills assist your skills and performance in other games or activities?	
How could you use these skills and activities in the playground?	

This unit has been adapted from materials developed by Carly Glanzman found at <a href="http://carly3.blogspot.com.au/2011/01/pe-jump-rope-unit-day-1.html?m=1">http://carly3.blogspot.com.au/2011/01/pe-jump-rope-unit-day-1.html?m=1</a>

This unit includes videos from the Heart Foundation Australia Jump Rope for Heart demonstrations. Further videos can be found at <a href="https://www.youtube.com/user/HeartFoundationAust/search?query=skipping">https://www.youtube.com/user/HeartFoundationAust/search?query=skipping</a>



