



# Start the Party Robot Rumble

PDHPE – Understanding and Applying Movement Skills	
Outcomes	Indicators
<p><b>K-6</b>  <b>MOES1.4</b> Demonstrates a general awareness of how basic movement skills apply in play and other introductory movement experiences  <b>DAES1.7</b> Moves in response to various stimuli</p> <p><b>7-10 Life Skills</b>  <b>LS.19</b> A student demonstrates skills required to participate in a preferred physical activity</p> <p><b>11-12 Life Skills</b>  <b>5.8</b> Demonstrates movement skills when participating in physical activities, team games and sports</p>	<p><b>For students to:</b></p> <ul style="list-style-type: none"> <li>• Recognise that their body influences activities.</li> <li>• Move their bodies to engage in and respond to activities.</li> <li>• Manipulate the PlayStation Wand using body movement to hit the desired target.</li> </ul>
Content	
<p><b>Introduction:</b></p> <ol style="list-style-type: none"> <li>1. <i>Recognise that their body influences activities / Move their body to engage in and respond to activities:</i> Play a whole class game of ‘follow the target’ on the <b>Smart Notebook activity</b>. Have students move their hand or wand in the direction of the target on the IWB. Teach students that they need to move their arms to point to where the target is. Each student is given a pencil or ruler to emulate the virtual laser used throughout the game. You may need to practice this a few times using both verbal prompting and modelling.</li> </ol> <p><b>Exploration:</b></p> <ol style="list-style-type: none"> <li>1. <i>Recognise that their body influences activities / Manipulate the PlayStation Wand using body movement to hit the desired target:</i> Connect the Playstation Move and continue to turn on “Start the Party”. Select the game “Robot Rumble”. Demonstrate the use of this game and how to play whilst giving key instructions in your example. Talk to students about the similarities to the original game played during the introduction. Give each student a turn in experiencing how to use the wand as a pointer and aiming at the target on the robot. Some students may require prompting as to the direction of the target. <b>Note:</b> This game does involve mirror imaging but is not a focus for this lesson. Record each student moving their body in the direction of the target.</li> <li>2. <i>Move their body to engage in and respond to activities:</i> Students to play a ‘Simon says’ like game. Have one student stand out the front with the target. All other students to follow these</li> </ol>	

movements. You may like to include music in this section of the lesson. As students become more competent in following directions based on the target, remove the target from the game and encourage increased communication through body language and verbal instruction. Discuss how we can move our body in different directions. Move on to experimenting with different parts of our body. For those students who are able you may want to include some directional language in this part of the lesson.

**Conclusion**

Allow for students to explore and practise movement throughout the game. During this time you may choose other students to be the leader of ‘Simon says’ and direct the other students through the game. You may also choose to remove the target and use only directional language as their cue.

**Assessment**

The student will:

**Indicator:** Recognise that their bodies influence activities / Move their bodies to engage in and respond to activities.

- Attend to an activity
- Hold the wand with support
- Hold the wand independently
- Attempt movements with the wand

**Indicator:** Manipulate the PlayStation Wand using body movement to hit the desired target.

- Attempt movement with intention to influence activity
- Move wand to targeted area

Can the students move their body to engage in and respond to an activity?

Are students able to manipulate objects using body movement to direct movement towards a target?

Resources	Extension Activities
PlayStation Move Start the Party TV/Interactive Whiteboard SMART Notebook Activities	Play a video of each student back to them using the iPad and IWB. Using the video, get students to indicate where they think the target would have been located. Encourage the students to point to the area they think the target would have been placed. For those students who are able you may be able to include some directional language in this part of the lesson.

