Attention: K-6 Principal | Sports Organiser

NSW K-6 Physical Activity and Health Conference

Sydney

Date: Wednesday 27 June 2018

Venue: Liverpool Catholic Club
Hoxton Park Road
PRESTONS (Liverpool) 2170

Time: 8.15 am – 3.45 pm

Benefits

- ✓ *Free Registration (1 teacher per school). (Additional teachers may attend at a cost $210 + GST)*
- ✓ *Relief (1 teacher per school).*

- ✓ A professional learning workshop to support the implementation of physical activity, sport and healthy eating into your school program.
- ✓ Get simple, innovative activities to use with your students in class.
- ✓ Develop competency and confidence in planning physical activity options for your students.
- ✓ This course will contribute 5 hours towards institute Registered Professional Development.
- ✓ The NESA addressed by this professional development activity:
  1.2.2 2.1.2 6.2.2 6.3.2

Workshop Choices:

Delegates have the opportunity to attend three workshops during the day.

- Fundamental Movement Skills
- Physically Active Classrooms
- Thinking While Moving
- Get Active with Games
- Adapting Physical Activities for students with Special Needs
- Dance
- Incorporating Technology into Physical Activity
- Literacy Through Physical Activities
- Traditional Indigenous Games

Register Online

www.achpernsw.com.au

Registrations Close: 20 June 2018
Spaces limited, be quick to register

A joint partnership with ACHPER NSW, Department of Education and NSW Health.

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Workshop Choices:

Delegates have the opportunity to attend three workshops during the day.

- **Fundamental Movement Skills in Action**
  Fundamental Movement Skills (FMS) act as the building blocks for movement. This workshop will provide teachers with skills and strategies to successfully implement FMS into their physical activity lessons. Examples for K-6 will be explored with a focus on K-2. Participants will be provided with a range of engaging minor/small team games as well a comprehensive resource of FMS activities.

- **Physically Active Classrooms**
  This workshop provides practical activities for differentiating and integrating physical activity into a range of Key Learning Areas, with a focus on English and Mathematics. It will provide explicit teaching strategies incorporating games and classroom energisers that will assist in the planning of 150 minutes of physical activity across the school week. Teachers will explore support resources and examples of weekly physical activity timetables.

- **Thinking While Moving (Integrating PA into Maths)**
  This workshop targets ways teachers can integrate physical activity into their classroom teaching of mathematics. Utilising physical activity concepts, participants will acquire teaching ideas, resources and class management skills to engage students more effectively in mathematics.

- **Get Active with Games**
  This workshop focuses on providing teachers with skills and teaching strategies required to increase students moderate to vigorous physical activity levels. Teachers will learn how to implement multiple small team games, used to develop specific skill and/or game concepts.

- **Adapting Physical Activity for Children with Special Needs**
  This workshop will provide teachers with knowledge and practical experience to adapt and modify their physical activity sessions using the TREE principle (Teaching style, Rules, Equipment and Environments) to include students with special needs. Teachers will develop strategies and gain greater confidence in providing opportunities for students with special education needs in practical sessions.

- **Dance**
  This workshop will provide teachers with simple ideas, strategies and resources to incorporate dance into their daily classroom schedule. Teachers will engage in locomotor and non-locomotor movements allowing them to acquire the skills needed to develop, compose and assess specific aspects of dance and movement as well as being introduced to a range of dance styles.

- **Incorporating Technology into Physical Activity**
  This workshop will increase teacher's awareness of opportunities to integrate learning technologies in ways that enhance or contribute positively to student learning. Participants will be given the opportunity to explore programs and web tools that can be used to increase student's physical activity levels both inside and outside of the classroom.

- **Literacy through Physical Activity**
  This workshop will assist teachers to teach literacy and social skills through a range of fun physical activities and games. Participants will develop an understanding of how to incorporate physical activity into their literacy classes and provide the students with a fun, engaging way to learn.

- **Traditional Indigenous Games**
  This workshop provides an overview of games and activities from Aboriginal and Torres Strait Islander societies around Australia. It allows for an opportunity to learn about, appreciate and experience aspects of Indigenous culture. Participants will play games and activities in their traditional forms with modern equipment. The games and activities can be used as skill games, lead-up games in physical education lessons or specific sport practice sessions.