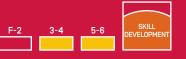


MOVEMENT EXPLORATION



SPORTAUS



3 hands, 2 feet

Pairs hold hands and run randomly around the room then, on your call, perform a specified balance.



What to do

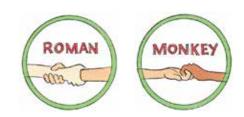
- > On 'GO!', pairs move freely around the room holding hands until they hear your signal.
- > Call out combinations including any of the following: feet, bottom, shoulders, knees, hands, backs, elbows.
- > Players find a mat and assume the position called (e.g. if you call out 'THREE HANDS, TWO FEET!', pairs form a balance with only these number of body parts touching the ground].
- > Players hold their position for a set time [e.g. 10 seconds].
- > Players must always be in contact with one another to maintain balance.

Change It

- > Balance with a partner who is a different size.
- > Introduce equipment (such as hoops, balls and bean bags) that must also be used in the balance.

Safety

- > Make sure players are performing their balance on their mat or soft grass.
- > Do not allow players to use their head as a balance option.
- > Ensure players securely 'brace' one another with appropriate hand grips (e.g. the monkey grip or Roman grip). These must be firm and strong.



> Make sure players are controlling their exits

> Is it easier to balance closer to the

> Match participants appropriately.

from the balance.

balanced?

Ask the players

- ground or further away? > How many body parts do you need to have in contact with the floor to feel
- > Can players of different sizes counterbalance?
- > What is flexibility? Which balances require greater flexibility?
- > What made you feel more confident to tackle a specific balance?

LEARNING INTENTION

3 hands, 2 feet extends players' ability to hold a basic shape and introduces making and holding shapes in groups, which is needed for many balancing activities. It can by followed by an activity such as Mini pyramids which further develop this skill.

AC:HPE CONTENT

PHYSICAL LITERACY ELEMENTS