real gym Skills **Matrix**

The skill element of real gym is made up of 5 areas - Shape, Balance, Travel, Flight and Rotation.

Each skill is explored and developed through 7 stages. The first three help children learn and develop their skills through floor work, with the remaining four stages showing how they can begin to develop their skills in different contexts - hand apparatus, low apparatus, partner work and large apparatus. The skills matrix can be explored both vertically (within the skill area) or horizontally, for example, by developing all five skills using large apparatus.



Large Apparatus

Large Apparatus

Large **Apparatus**

Large **Apparatus**

Large **Apparatus**



Partner Work

6 **Partner** Work

6 **Partner** Work

6 **Partner** Work

6 **Partner** Work



Low Apparatus

Low Apparatus

Low Apparatus

Low Apparatus

Low **Apparatus**



Hand Apparatus

Hand Apparatus

Hand **Apparatus**

Hand **Apparatus**

Hand **Apparatus**



Pike and Straddle

One **Foot**

Different **Body Parts** Named Jumps

Different **Body Parts**



Straight, Dish and Arch

Points and Patches

Feet -Complex Types of Jumps

2 More Rolls



Tuck and Star

Different **Body Parts**

Feet -Shapes Rolls









Feet







Curriculum Map

Year 3





Unit

Learning Focus (Select Cog)



Weeks

Gym Skill

Theme

Travel



Mapping Pathways (Hand Apparatus)

Rotation



Rotation Sequences (Partner Work)







Flight



Flight Sequences (Low Apparatus)



Balance



Climbing Sequences (Low and Large Apparatus)















