## 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** 







Year 1

Unit

Learning Focus (Select Cog)

**Weeks** 

Gym Skill

Theme



**Partner** Work

**Partner** Work

**Partner** Work

6 **Partner** Work

6 **Partner** Work





At Home



Low Apparatus

Low Apparatus

Low Apparatus

Low Apparatus

Low **Apparatus** 





Jungle Trip



Hand Apparatus

Hand Apparatus

Hand **Apparatus** 

Hand **Apparatus** 

Hand **Apparatus** 



Pike and Straddle

One **Foot** 

Different **Body Parts**  Named Jumps

Different **Body Parts** 



10-12



Park Life

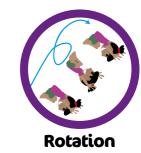


Straight, Dish and Arch

**Points and Patches** 

Feet -Complex Types of Jumps

2 More Rolls







Tuck and Star

Different **Body Parts** 

Feet -Shapes

Rolls





















Feet







