



Physical Education Lesson Plan				
School:		Class/Teacher:		
Week: 8	Focus: Punt			
Term Theme: Fundamental Movement Skill Development				

**Video Demos:** Activity demonstrations in the <u>Moovosity Online Showcase here</u> – p/word 'moovosity'

Warm Up	Activity Name: Kick to Kick
The unofficial start to the lesson is a warm	Time: 5 minutes
up game to get the body moving and to	
develop and refine locomotor movement.	

Lesson Focus:	(45 Mins) Fundamental Movement Skill (Punt)		
Learning Intention:	To kick with control and increasing confidence		
	1. I CAN punt with the top of the foot		
Success Criteria:	2. I CAN punt a ball with correct grip		
Skill Area/Benefit:	FMS Skill – Punt		
Activity	Instructions/Variations	Time	
Punting Castles – Level 1	Equipment: An Australian Rules football for each student, plastic cricket stumps or other equipment, cones to mark out the punting line Instructions:  1. Individual 2. Students build a castle out of cricket stumps and bases or other available equipment 3. They have a minute to see how many times they can knock down the castle. 4. Each time they knock it down they receive a point and need to rebuild quickly 5. Students choose how close they punt from and can move back each time they are successful 6. Play multiple rounds of 1-2 minutes  Variations: Increase the kicking distance, make the castle smaller, kick with opposite foot (harder), decrease the kicking distance, make the castle target larger (easier)	15	
Punting Castles – Level 2	Equipment: 1 Australian Rules footballs per pair, plastic cricket stumps or other equipment, cones to mark out the punting line Instructions:  1. Pairs 2. Students build a castle out of cricket stumps and bases or other available equipment 3. They have a minute to see how many times they can knock down the castle. 4. Each time they knock it down they receive a point and need to rebuild quickly 5. One partner stands at each end of the playing area and can move back each time they are successful 6. Play multiple rounds of 1-2 minutes  Variations: Increase the kicking distance, make the castle smaller, kick with opposite foot (harder), decrease the kicking distance, make the castle target larger (easier)	15	
Punting Castles – Level 3	Equipment: 1-2 Australian Rules footballs per group of four, plastic cricket stumps or other equipment, cones to mark out the punting line <a href="Instructions:">Instructions:</a> 1. Groups of 4 2. Students build a castle out of cricket stumps and bases or other available equipment 3. They have a minute to see how many times they can knock down the castle. 4. Each time they knock it down they receive a point and need to rebuild quickly 5. 2 players stand at each end of the playing area and can move back each time they are successful 6. Play multiple rounds of 1-2 minutes  Variations: Increase the kicking distance, make the castle smaller, kick with opposite foot (harder), decrease the kicking distance, make the castle target larger (easier)	10	