PE, Art, Music and CCA Curriculum Briefing

Mission

Nurturing **Every Child** in a **Vibrant and Caring Environment** where **Talents Blossom**



Physical Education Curriculum Framework





Learning Areas of PE

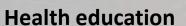
Learning Area	Content Area	Strand
Physical Activity	 Athletics Dance Games and Sports Gymnastic Swimming 	Movement Skills and Concepts Safety Practices
Outdoor Education		Outdoor Living Sense of Place Risk Assessment and Management
Physical Health and Sa	afety	 Physical Fitness Safety and Risk Management Nutrition Personal Hygiene and Self-Care

Table 1. Learning Area, Content Area and Strand at the Primary Level

Physical Education in Junyuan

Athletics







Dance



Gymnastics





Games & Sports



Outdoor Education



Swimming

ACTIVE LIFESTYLE

Sports Pursuit

National Representation

High Performance

High amount of performance-based training and

competition

Focus on one sport

Recreational Participation

Development of physical activity- and/or sportspecific skills and tactics Sustained involvement in physical activities and/or sports based on interest and competencies Application of principles of training and safe practices Maintenance of health and skill-related fitness

PE lessons

CCA

Specialisation Consolidation of one or

two sport-specific skills and tactics

Application of training in competitions, winning a secondary emphasis

Development of mental skills Emphasis on sport-specific strength and fitness conditioning

Broad-Based Development

Acquisition of overall skills and concepts (across and within physical activities and sports)
Emphasis on application in developmentally-appropriate physical activities and sports
Involvement in a range of physical and sporting experiences that is fun and inclusive
Understanding of principles of training and safe practices
Development of health and skill-related fitness

Strong Foundation

Acquisition of fundamental motor skills and movement concepts

Emphasis on learning and enjoyment through developmentally appropriate movement experiences

Anchored on core values (respect, responsibility, resilience, integrity, care and harmony)

Physical Education & Sports Development Framework

Nurturing Every Child in a Vibrant and Caring Environment where Talents Blossom





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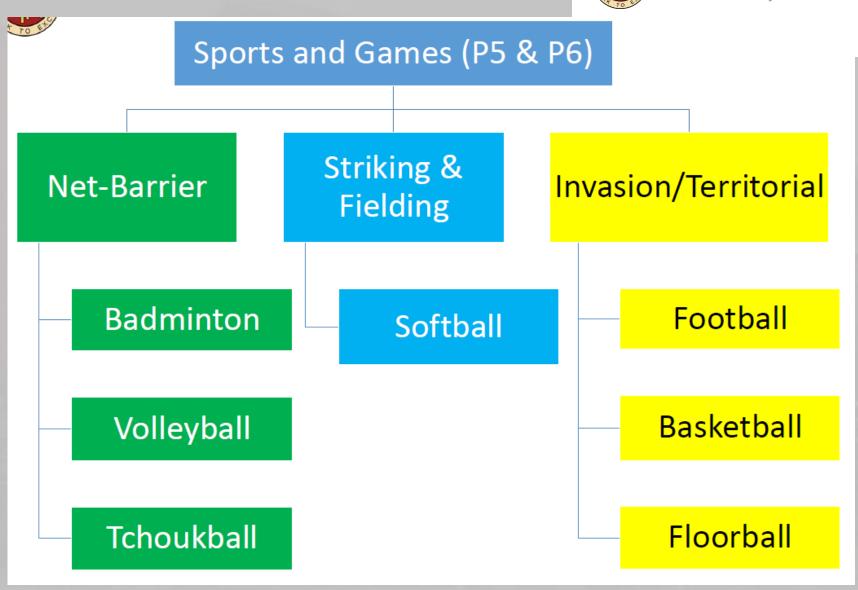


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Learning outcomes for Games and Sports

	Net-B	arrier	Striking-Fielding		Territorial-Invasion		
Main	To send the o	bject (e.g., a	To place the ball away from		To attack the opponent's		
intention	ball or shuttle	e) back to the	the fielder an	the fielder and score runs		ea and score a	
of the	opponent so	that he/she is	by advancing	bases safely.	goal while protecting own		
game	not able to re	turn it or is			goal at the same time.		
	forced to mak	ke an error.			Scoring is achieved through		
	The play area	is separated			sending and/	sending and/or shooting an	
	by a barrier so	uch as a net			object (e.g., a	a ball) to a	
	that is placed	at a pre-			specific or ta	•	
	determined h	eight. Serving			accurately, or moving the		
	is the only tim	ne the object			object across an open-		
	is held in han	•			ended target (e.g., across a		
						line).	
Games-	Offence	Defence	Offence	Defence	Offence	Defence	
related	 Winning 	 Defending 	 Sending into 	 Defending 	 Keeping 	 Regaining 	
concept	the point	against an	space	space	possession	possession	
	 Setting up 	attack	 Advancing 	 Defending 	of the ball	of the ball	
	an attack	 Defending 	bases to	bases	 Using space 	 Delaying the 	
		space	score		to invade	invasion	
					 Creating 	 Denying 	
					space to	space to	
					invade	invade	
					 Attacking 	 Denying 	
					the goal	scoring	
						opportunity	

Categories of Games

Concepts and skills

Table 5. Games-related Concepts and Skills

Games- Related Concepts		ssession & Possession	Using Space to Invade & Delaying the Invasion		Creating Space to Invade & Denying Space to Invade		Attacking the Goal & Denying Scoring Opportunities	
Situational	Propelling	Propelling	Propelling	Propelling	Propelling	Propelling	Propelling	Propelling
Game+	is not	is allowed	is not	is allowed	is not	is allowed	is not	is allowed
	allowed		allowed		allowed		allowed	
1 v 0	#	*	#	а	#	*	а	а
2 v 0	*	*	Α	а	*	*	а	а
1 v 1	#	а	#	*	#	a	а	а
2 v1	а	а	*	а	а	a	a	a
2 v 2	а	а	*	*	а	а	а	а

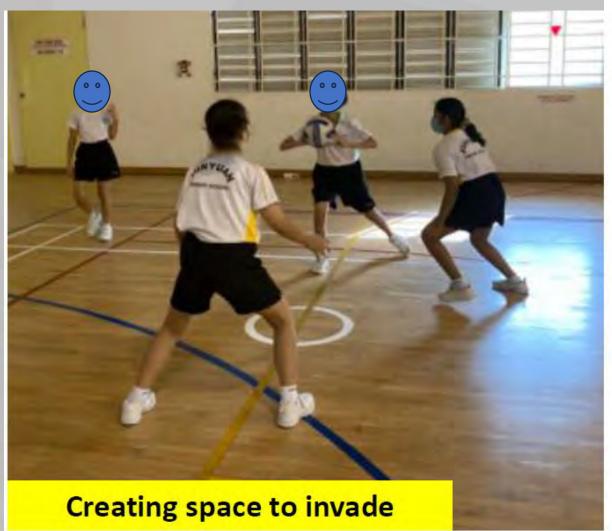
⁺ Situational Game refers to the context of which a specific number of players from both teams are interacting in offence and defense, with rules to the game played, and where players in the offence and defence have to decide what to do specifically and to translate that decision into movement skills.

Request for support

aLearning outcomes written for the games-related concept.

^{*} No learning outcomes within the games-related concept. The learning outcome written pertains to another games-related concept.





understanding of how changing speed and direction can enable one to move away from a defender.

Demonstrate an understanding of appropriate pass(es) when throwing an object at a high target and to a moving partner.



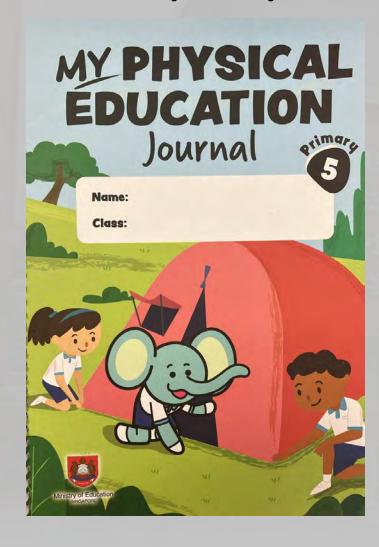
National School Games

Track & Field

Multi Skill Event (MSE)
Junior Division



My Physical Education Journal







APPLYING SAFE THINKING AND ACTION





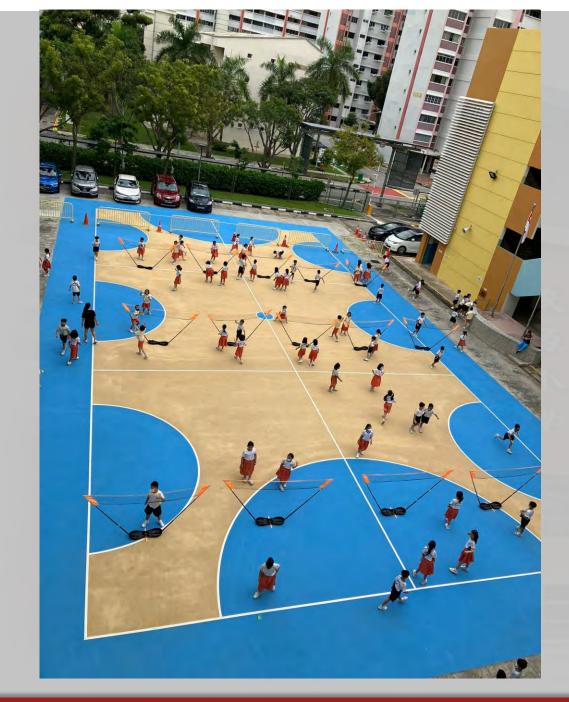
Extension of learning of physical skills and healthy habits





Self-directed play during recess









Junior Sports Academy (JSA)

- The nation-wide JSA programme by MOE is for P4 and P5 students with <u>higher abilities in the physical</u> domain.
- Identifying and developing their sporting strength and talents.
- Students selected in the JSA programme will participate in sport modules, conducted on Saturdays over 1 semester (external venues).







Selection trial

Details of the selection trial will be sent to all primary schools in February for nomination. Nominated Primary 4 and Primary 5 students will take part in JSA selection trial that is conducted annually on a Saturday in February or March.

The test items for the selection trial are based on generic motor ability (for example, sprinting, jumping, balancing, hand-eye coordination) and do not require students to have specific sports skills.



Release of selection trial results

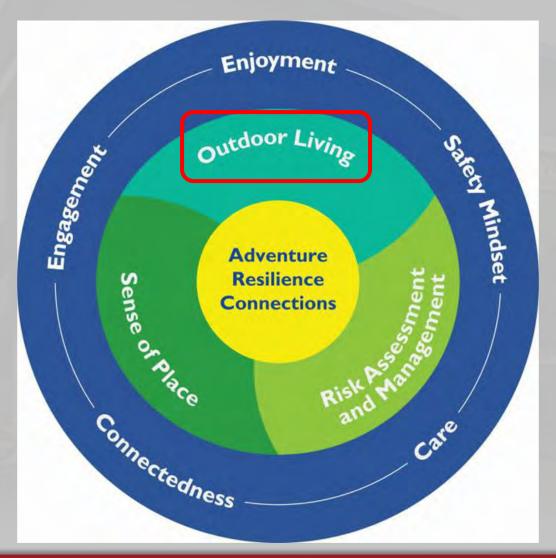
Results of the selection trial will be released through your child's school at the end of April.



Attend parent engagement session

Selected students and their parents will be invited to a briefing. Details of the programme such as sport module selection, scheduling, commitment level expected from students and parents will be shared.

Outdoor Education Framework





Outdoor Education Culminating Events

Level	Primary 1	Primary 2	Primary 3	Primary 4	Primary 5	Primary 6
Theme	Discovering my school		Understanding my school and its		Exploring beyond my school and its	
			neighbourhood		neighbourhood	
Culminating	-	-	-	Day Trip	3-Day	-
Event				to the	2-Night	
				school's	outdoor	
				neighbour	adventure	
				-hood	learning	
					cohort	
					camp	

3D2N Residential Camp at Campsite

14-16 Oct 2024 (Mon-Wed)

PSLE Marking Days







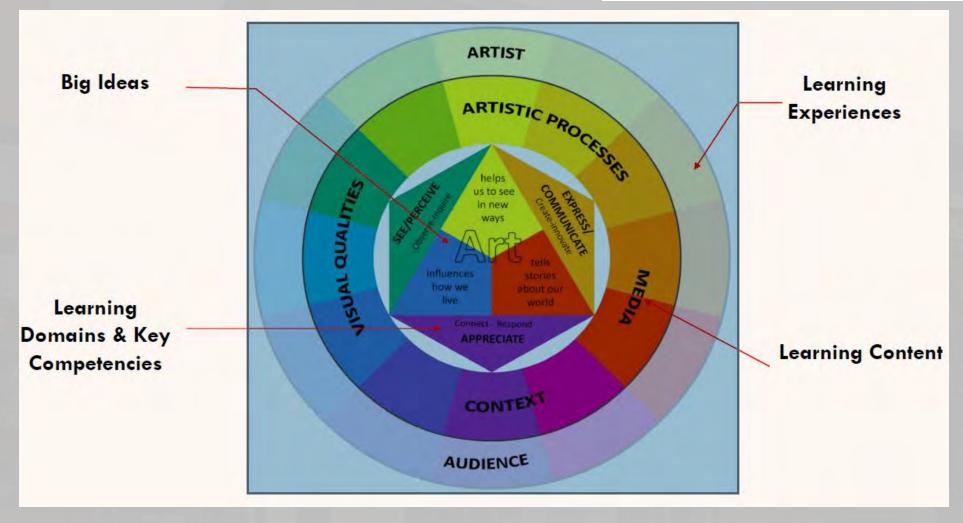








Art Framework



Domain: See

Competencies: Observe – Inquire

LO1: Identify simple visual qualities in what they see around them

LO2: Ask questions about what they see

LO3: Draw from their imagination and observation



P1 Self Portrait

Domain: Express

Competencies: Create – Innovate

LO4: Play with a variety of materials and tools to make art

LO5: Share their imagination, thoughts and feelings through art making

Domain: Appreciate

Competencies: Connect – Respond

LO6: Show interest in looking at a variety of artworks

LO7: Talk about what they see, feel and experience using art vocabulary



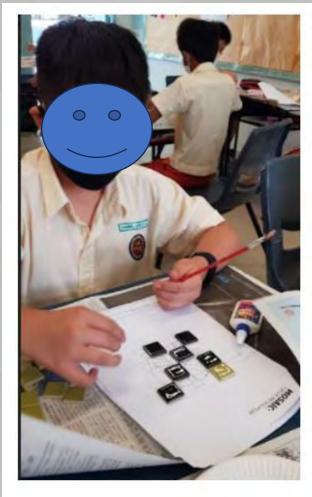
Creating Art pieces using Clay

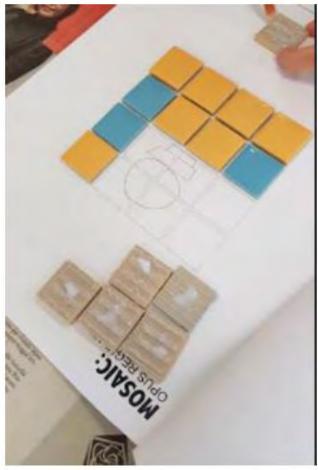
Grid-drawing

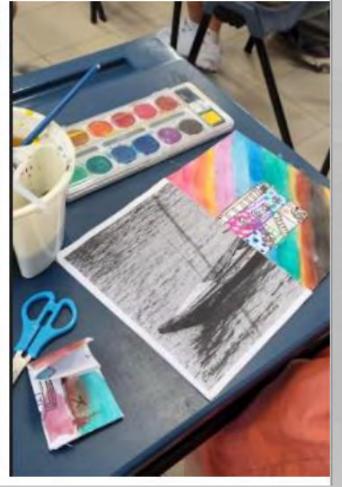
Junyuan Primary School

Primary 5- Grid transfer exercise Date: Name 5

Telling stories through tiles and watercolours







Doodle-doo!

Doodles are spontaneous drawings. When we doodle, we draw dots, lines, shapes and patterns that come to our mind. Usually, we do not know what the final artwork will look like.





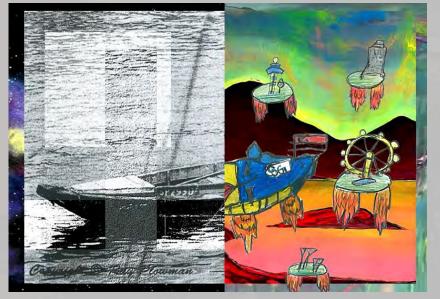


Doodling art

P5 – Art with Music

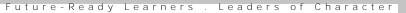
Students to use juxtaposition of digital photography and hand-drawn images to show a contrast of past and future Singapore. Students will create a simple soundscape/digital music to represent their artworks.



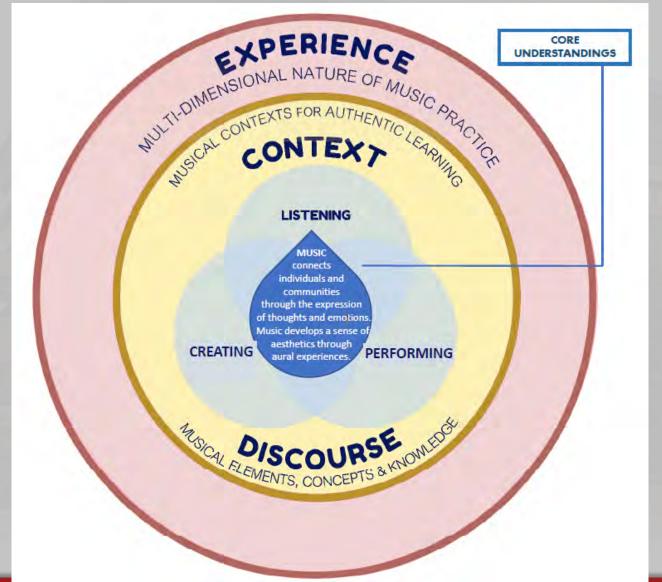








Music Curriculum



STAGE 3 (PRIMARY 5 AND 6)

LO1 Perform Music in both instrumental and vocal settings, individually and in groups

Students should be able to:

Sing

- sing with accuracy, clarity and with proper technique and clear articulation, a wide variety of songs in both simple and compound time.
- sing expressively with appropriate tempo, dynamics, articulation and phrasing, to convey the overall mood of the piece.
- (iii) sing as an ensemble, 2-part songs.

Play Instruments

- (iv) perform, individually and as an ensemble, rhythmic, melodic and harmonic patterns, in simple and compound time. Repertoire should be based on the following tonalities:
 - · C pentatonic mode
 - · C, F, G major and A minor.
- (v) demonstrate a higher level of proficiency on a main melodic instrument, demonstrating understanding of the elements of music as stated in LO5.

LO₂

Create Music in both instrumental and vocal settings, individually and in groups

Students should be able to:

- (i) improvise/compose and perform with voice and classroom instruments, pentatonic and diatonic melodic and rhythmic responses of at least 4 bars, demonstrating understanding of the elements of music as stated in LO5.
- (ii) create a rhythmic composition to a given context, form and structure for a small ensemble of at least 2 parts, using classroom instruments and/or everyday objects.

LO3 Listen and Respond to Music

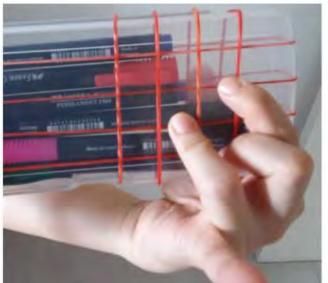
Students should be able to:

- (i) listen to music of various cultures and styles, and respond through various modes of expression to musical elements, e.g. creating a movement sequence or an art piece which reflects the music.
- (ii) analyse and evaluate a performance with reference to the elements of music as stated in LO5.

Creating and performing music







P5 Ukulele Module

Students will learn how to:

- Play the instrument with correct posture
- Read chord diagrams and playing popular chords
- Navigate chord transitions
- Read a Ukulele chordal score
- Sing and play along to popular songs with the ukulele as an accompanying instrument

Co-curricular Activities (CCA)

- ☐ Holistic development of a child
- ☐ Individual student-centric/focused
- ☐ Can be explored as a possible DSA route (even if CCA is not offered in school)



CCAs

Physical Sports Group

Visual & Performing Arts

Group

Uniformed Groups

Clubs and Societies



CCA Policy

1. Objectives of Co-Curricular Activities (CCA) in JYPS

To promote the discovery of interests through exposure and talents in specialization.

Our <u>Physical Sports CCA</u> groups develop resilience, fair play and team spirit in students through developing their sports-specific skills so that they can appreciate and enjoy playing the game.

They will also have the opportunity to train and condition themselves towards competitive play in the annual National School Games.

Our <u>Visual and Performing Arts</u> groups instill in our students a sense of graciousness and an appreciation for the rich culture and heritage of our multi-racial & multi-cultural society.

https://www.junyuanpri.moe.edu.sg/cca/CCAs/

Commitment to CCA

	Primary 4 & Primary 5	Primary 6 Term 1 - 2 CCA		
Term 1-2	Term 3-4			
CCA	CCA.			
Students remain in current CCA.	All students are to remain in current CCA until end of Term 4.	Students remain in current CCA until end of Term 2. Students will step down from CCA at Term 3.		
	All requests to change CCA can only take place towards the end of Term 4 after which, students will join new CCA in Term 1 the following year.			

Why join a CCA?







To promote the discovery of interests through exposure and talents in specialization.





Thank you