Level 2	What does this mean?	Tick/date when completed	
Personal Health and Physical Development			
A1. Demonstrate increasing responsibility for self-care	Ensure that permission slips and required equipment are at school on the right day. Be in the right place at the right time Say when not feeling confident or when unsure.		
A2. Experience creative, regular, and enjoyable activity	Participate in play on a regular basis Ensure that the activities are fun rather than simply exercise based.		
A2. Describe the benefits to their well being	Consider the cause and effect on their own Hauora. Identify the cause and effect of specific rules		
A3. Identify risk and use safe practices in a range of contexts.	List dangerous actions, decisions and movements in different games. Play safely by not using such actions		
A4. Identify personal qualities that contribute to a sense of self worth	List the physical skills and techniques you do well List the interpersonal skills you do well Hear and acknowledge other people's ideas of what you do well.		
Movement Concepts and Motor Skills			
B1. Practise movement skills and demonstrate the ability to link them in order to perform movement sequences	Get better at the fundamental skills needed by repeated, correct practise. Combine skills or movements to complete a trick, set play or dance sequence.		
B2.Participate in and create a variety of games	Play lots of different games Modify games to increase participation, fun, engagement and motivation.		
B2. Discuss the enjoyment activities can bring to them and others	Share feelings of enjoyment, challenge, joy found in challenge, joy found in social activity. Discuss how you can tell others were/are enjoying themselves.		
B3.Use modified equipment in a range of contexts and identify how this enhances movement experiences	Use modified equipment Use venn diagrams to compare the way it changes the game. Note benefits to enjoyment, challenge and participation		
B4. Develop and apply rules and practices in games and activities to promote fair, safe, and culturally appropriate participation for all	Modify rules in the games to keep the game fair and safe. Recognise when rules make people want to quit. Change the rules and game to reflect this		

Level 2	What does this mean?	Tick/date/sticker when completed	
Relationships With Other People			
C1. Identify and demonstrate ways of maintaining and enhancing relationships between individuals and groups.	Demonstrate ways to join a group Demonstrate ways for a group to welcome and include an individual Demonstrate ways for an individual to be assertive in a group setting Demonstrate ways for a group to manage an individuals negative behaviour.		
C2. Describe how individuals and groups share characteristics and are also unique.	Discuss the people that use each facility or activity. Consider why they choose what they choose. Identify how some needs are similar and some are different.		
C3. Express their ideas, needs, wants, and feelings appropriately and listen sensitively to other people and affirm them	Say what needs to change in game or team settings to enhance the experience. Listen to others ideas. Make changes fairly.		
Healthy Communities and Environments.			
D1. Explore how people's attitudes, values, and actions contribute to healthy physical and social environmentse	Reflect and acknowledge those team members who encouraged, supported, and were positive. Identify the way their attitude enhanced the games enjoyment, safety, enthusiasm.		
D2. Explain how community resources contribute to a healthy community	Survey friends and family about what facilities they use and why. Explain which facilities or areas are useful for the school, the church, the local preschools.		
D2.Identify and use community resources	List play areas, resources and facilities that are available to them for recreation. Visit and use some of these.		
D3. Contribute and use simple guidelines and practises that promote physically and socially healthy classrooms, schools and environment	Establish class systems for sharing equipment, electing groups, setting up practise areas. Suggest and manage play options and areas during lunchtimes.		