# LANDING Tuirlingt



#### Introduction

The ability to **land** safely is a hugely important fundamental movement skill. We use landing in a wide range of activities, from jumping off the bed, jumping to catch a ball in Gaelic football or vaulting in gymnastics. It is important to know how to land correctly during the skill of jumping.

Each activity A, B and C below is accompanied by a video clip. Click on the links below, scan the QR code using your mobile device, or visit <u>www.scoilnet.ie/pdst/physlit</u> to view these video clips and to access all of the Move Well, Move Often resources, including more activities, videos, posters and assessment templates.

Choose the home activity to best support the further learning of the pupils in your class. These activities may provide opportunities at home to practise the following teaching points:

Home Activity A Land with feet wide apart. Hold the balance for three seconds.

Click here for video

Home Activity B Bend knees and land on toes, ball, then heel.

Click here for video

**Home Activity C** Keep head stable and eyes looking forward. Stretch arms out in front to hold the balance.

Click here for video



# Move Well, Move Often:

Developing the physically literate child through the lens of fundamental movement skills







Landing Click <u>here</u> to see a video of this fundamental movement skill

Click <u>here</u> to download a poster for this skill









## Home Activity A

Warm Up	Bumpy Road Pupils pretend to travel on bumpy road to warm up; Speed Limit = Walking   Bumpy Road = Skipping   Narrow Road = Side Stepping Potholes = Jump & Land   Flat tyre = Hopping				
	Today when landing focus on				
FMS Focus	Land with feet wide apart       Hold the balance for three seconds         Visit of the balance for three seconds       Visit of the balance for three seconds				
	Jump, Land Like Me				
Landing Practise	<ul> <li>Description of Activity</li> <li>Arrange the pupils in small groups and give each group six spot markers (or hoops). Each group lines up behind the first spot, and the remaining spots are placed in a straight, curved or zig-zag line in front of the group. Invite one pupil in each group to be the leader. The remaining pupils follow the leader as they perform a sequence of jumps across the spots. Pupils can select two feet jumps, hops, one-to-two feet jumps. The last jump should be a jump for height with a stable landing.</li> <li>Variations: <ul> <li>Set up a number of different points using household items eg teddy bear or cartons, cardboard boxes</li> <li>Perform and practise a number of the following jumps and lands Jump from 1 foot to 2 feet</li> <li>Skip one, jump and land</li> <li>Jump, turn and land</li> <li>Which is the most difficult jump to land from? Can you hold the landing for 3 seconds?</li> </ul> </li> </ul>				
Home Challenge	<ul> <li>Design a jumping and landing sequence. Sequence could include:</li> <li>1 &amp; 2 footed jumps &amp; landings</li> <li>lateral jumps and landings</li> <li>Hops</li> <li>Different travel movements</li> </ul>				
PE Journal	In your PE journal, draw a jumping and landing sequence. Teach it to a friend or family member.				





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#### **Home Activity B**

Warm Up

**FMS Focus** 

Landing Practise

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В			
<ul> <li>Raised Surface Jumping &amp; Landi</li> <li>Find a safe and stable raised s</li> <li>Jump from raised surface to g</li> <li>Jump from ground to raised surface to g</li> <li>Land on one &amp; two feet</li> <li>Jump, spin 90, 180, 270, 360 c</li> </ul>	urface round urface		
Today when landing focus on			
Bend knees and land on toes, ball, then heel			
Rope Shape and Jump			
Description of Activity Each pupil takes a skipping rope, their skipping ropes to make a sk Pupils jump from corner to corner	nape such as a square	, triangle or rectangle on th	
Variations: • Use chalk, ribbon, scarf, clothi • Start and finish at different po • For more challenge try to jum • Can you make your initials wit • Get a friend to copy your land	ints of the shape p over and across the h the ropes and follow	skipping rope	

**Landing Challenge** Home Invite a family member to observe your landing. Complete at least 5 high jumps and 5 long Challenge jumps. Look out for bending knees (imagine sitting on a stool) and land on toes, ball then heel

(land quiet as a mouse). How far or how high can you jump and land correctly? **PE Journal** 

Record the length or height of the jump you completed with the best landing technique. Draw a picture of that landing technique.





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## Home Activity C

Warm Up	<ul> <li>Use a ball, balloon or carton or other suitable catching object;</li> <li>Hold object out in front and perform a number of jumps and landings</li> <li>Jump to catch at highest point and land - hold landing for 3 seconds</li> <li>place object between feet, lift object up, jump and land</li> <li>Bounce the ball, jump, land and catch low to the ground</li> </ul>			
	Today when landing focus on			
FMS Focus	Keep head stable and eyes       Stretch arms out in front to         looking forward       Stretch arms out in front to			
	Memory Mats			
Landing Practise	<ul> <li>Description of Activity</li> <li>Arrange the pupils in groups of four (A, B, C and D). Draw a small square grid containing nine boxes for each group on the ground with chalk. Write the numbers one to nine in the boxes. Pupil A begins by listing a sequence of named squares onto which pupil B must jump. Limit the sequence to four jumps which may be performed forwards, backwards or in a sideways direction. Focus on landing properly after each jump. Once pupil B has finished the sequence, pupil B then lists a sequence for pupil C and so on.</li> <li>Variations:</li> <li>Use post its, playing cards or numbered paper instead of chalk</li> <li>If playing on your own, perform a sequence and see if you can repeat that sequence. Alternatively prior to playing, write a number of sequences and perform them. Eg. 1,3,4,7.</li> <li>Perform a sequence that adds up to a number</li> </ul>			
Home Challenge	<b>The Pillow Challenge:</b> Complete 5 jumping jacks, then jump over a pillow and land properly, flip the pillow and repeat. How many lands can you do in 30 seconds/ 1 minute? Next round choose a different activity e.g touch the ground 5 times, hop on one foot, do a balance for 5 seconds, skip with a skipping rope x 5 skips			
PE Journal	When and where do you land? In your PE journal list at least 5 times or places when you use the skill of landing. These could be games, sports or everyday activities.			
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