RUBRIC – Outdoor Adventurous Activities (OAA)

Subject curri	culum	Physical Education at North Ridge High School should contribute to pupils' physical, cognitive, social and emotional development, as well				
intent:		as playin	g an important ro	le in their spiritual, moral	and cultural development	. The P.E. curriculum is broad and balanced to increase
		pupils' self-confidence in their ability to manage themselves and their bodies within a range of movement situations. Through a varie				
	of individual, paired and group activities, the different strengths, needs and preferences of each pupil will be catered				d preferences of each pupil will be catered for using	
differentiated physical activities. All pupils will be provided with the opportunity to move, be active, develop ski					unity to move, be active, develop skills and improve	
communication and self-esteem. Additionally, through providing positive experiences within the P.E. curriculum, a lifelong in						
		physical a	activity is encoura	ged.		
End of KS3 ir	itent/out	come		End of KS4 intent/o	utcome	End of KS5 intent/outcome
			urous activities whic	•	outdoor and adventurous	N/A
		•	allenges and be		environments which present	
-			ding on trust and		al challenges and which	
	IIS to solve	e problems	, either individually c		ork in a team, building on skills to solve problems, either	
group.				individually or as grou	•	
teamwork and communication, for of maps and how to understand, a variety of tasks. Pupils will be s			k and communicat and how to unders of tasks. Pupils wi use communication	tion, following instruction stand, read and follow the ill be set differentiated tag on skills and co-operation	s and travelling in a range of se. Pupils will be working ind sks according to their ability n skills to complete activiti	d understanding of how to read a map, importance of of ways/directions. Pupils will experience different types dividually (where appropriate) and in a team to compete y to find a range of different items/locations. Pupils will ies. Pupils may also experience how to work towards
	Core vocabulary					
needed for this subject/topic: Map, find, c		find, check, landmark, poi	nt, orient, solve, collaborate,	teamwork, location, communicate		
				Prior knowledge: what p	oupils may already have stu	died
Key stage	Subj	ect	Topic title	Term/year taught	Content/What might pupils already know?	
					 Problem solving 	skills in a variety of situations in adventurous
3 P		E	OAA		activities, followi	ng instructions and recognise what is needed to
					complete challen	ges successfully
Links to othe	r subject	s: Geogra	phy, English, math	ns, DofE		
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RRSA:

- I have the right to play, have fun, do sport and relax; and I should include everybody in my activities and games
- I have the right to a good quality education
- I have the right to try new things

Unit Learning Objectives:

- Develop pupils problem solving skills in a variety of situations in adventurous activities
- Enable pupils to plan and work successfully as individuals, in pairs and in groups
- Develop pupils understanding of the importance and significance of rules and safety
- Listen and follow instructions and recognise what is needed to complete challenges successfully
- Participate in a range of activities which involve working with and trusting others
- Take part in problem solving or survival activities requiring pupils to plan collaboratively in pairs or small groups

Cross curricular links:

- PSHCE
- ICT
- Maths
- English
- Physical Education

OUP8	OUStep 1	OUStep 2	OUStep 3
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Кеу	Understand that maps are used	Understands there are some	Understands there are a number	Understands there are a number
Knowledge	to navigate	different ways to navigate a basic	of different ways to navigate a	of different ways to navigate a
Concepts		orienteering course	basic orienteering course e.g.	basic orienteering course and
	Understand that working in a		sight, landmarks, maps	knows which ones are necessary
	team can make things easier	Understands that a team has		at certain times e.g. sight,
		different roles which make it	Understands that a team has	landmarks, maps, memory
	Understand that places can be	effective e.g. leader	different roles which make it	
	found using images or place		effective e.g. leader	Understands that a team has
	markers.	Understands there are different		different roles and recognises
		ways to find items e.g. following a	Understands there are a number	which roles need to be utilised at
	Understand that some activities	map, using gps etc	of different ways to find items e.g.	certain times.
	need thinking about before		following a map, using gps,	
	doing them	Understands there are different	landmarks	Understands there are a number
		reasons navigation is important		of different ways to find items and
	Understands that they can follow	e.g. not getting lost, following an	Understands there are different	is aware when each one should be
	specific trails to find items,	orienteering course	reasons navigation is important	used. e.g. following a map, using
	targets, images etc		e.g. not getting lost, following an	gps, landmarks
		Understands the use of different	orienteering course, knowing	
	Understands that specific OAA	pieces of tracking equipment e.g.	which direction to travel	Understands there are different
	activities require certain types of	map, GPS, Compass		reasons navigation is important
	equipment e.g. maps, clothing,		Understands the need to use	for different scenarios in life e.g.
	compass etc	Understands there are different	different pieces of tracking	getting to work, knowing where
		activities that can be done	equipment dependant on activity	you live, going on trips etc
	Understands there are different	independently and in a team to	e.g. map, GPS, Compass,	
	activities that can be done	promote fun and enjoyment e.g.	landmarks	Understands the need to use
	independently and in a team to	building bridges, crossing mat		different pieces of tracking
	promote fun and enjoyment e.g.	rivers etc	Understands there are different	equipment dependant on activity
	building bridges, crossing mat		activities that are suited to be	and knows how each one is
	rivers etc		completed better as a team or	effective e.g. map, GPS, Compass,
			independently which promote	landmarks
			fun, enjoyment and	
			communication, problem solving	Understands there are different
			and self belief skills e.g. building	activities that are suited to be
			bridges, crossing mat rivers etc	completed better as a team or
				independently which promote
				fun, enjoyment and
				communication, problem solving
				and self belief skills and is able to

				recognise their own role to support or lead others e.g. building bridges, crossing mat rivers etc
Key Skill Concepts	OUP8	OUStep 1	OUStep 2	OUStep 3
	Can interpret basic maps, locate key landmarks, and navigate a familiar route Is capable to work effectively within a team, share information,	Can read and interpret maps accurately, identifying key landmarks, understanding contour lines, and recognizing symbols on maps.	Can demonstrate proficiency in navigating basic orienteering courses using a variety of methods, including visual observation, recognition of landmarks, and interpretation of	Can master navigation which involves developing practical skills in orienteering, emphasizing visual acuity, landmark identification, map interpretation, and reliance on memory.
	and communicate clearly. Can identifying places through visual cues or markers.	Can practice clear communication and coordination during teamwork and navigation exercises. Can follow a compass to maintain	maps. Can apply diverse navigation techniques, such as using maps, landmarks, and GPS devices, to	Can work within a team, individuals should cultivate specific skills for different navigation phases, understanding
	Can participate in specific activities that have been planned by others and help prepare necessary resources e.g. maps, compasses, images etc.	a consistent heading when following a basic route. Can adapt to unexpected challenges during navigation,	Can exhibit leadership qualities within a team, understanding and fulfilling the role of a leader during	when to lead or provide support to foster effective collaboration and enhance problem-solving and communication abilities.
	Can follow designated trails to locate items, targets, or specific points of interest. Can engage in a variety of activities either independently or within a	developing the ability to think critically and make decisions under pressure. Can foster enjoyment through navigation-related activities. This could include team-building	orienteering activities. Can collaborate with team members to enhance overall effectiveness in achieving navigational objectives. Item Retrieval Skills:	Can develop proficiency in item location demands using a diverse skill set, knowing how to utilize maps, GPS technology, or landmarks strategically to contribute to well-rounded navigation skills.
	team setting.	exercises like building bridges, crossing mock rivers, or creating and solving navigation challenges.	Can recognise the significance of navigation in different contexts, such as avoiding getting lost, following orienteering courses, and determining the correct travel direction.	Can implement navigation skills which are not limited to outdoor pursuits e.g. commuting, finding one's residence, or planning trips. Can make use of tracking equipment, including maps, GPS

	Can participate in team-based	devices, compasses, and
	activities, such as building bridges	landmarks with skilful application.
	and crossing mock rivers, to	
	enhance communication,	Can participating in activities
	problem-solving, and teamwork	requiring teamwork or
	skills. Can independently	independent problem-solving,
	complete activities that are better	such as building bridges or
	suited for individual performance,	navigating simulated rivers.
	promoting self-belief and personal	Fosters the development of
	accomplishment.	communication, problem-solving,
		and self-confidence skills.

Key Sports	Suggested Learning Activities – Adapted into games and differentiated for pupil need where applicable
Orienteering	Map Reading Basics: Introduce kids to basic map reading skills. Teach them how to identify symbols, colors, and landmarks on a map.
	Nature Bingo: Create a bingo card with pictures or descriptions of natural features (trees, rocks, animals) that the kids can find while navigating a course.
	Map Making: Let kids create their own simple maps of a designated area. This enhances their observation and drawing skills.
	Trail Marking: Teach kids how to mark a trail using simple markers (colored ribbons, chalk, or symbols) so that others can follow their path.
	Compass Games: Introduce basic compass skills through games. Have them follow a compass bearing or locate hidden objects using a compass.
	Treasure Hunt: Create a treasure hunt with a map and clues. This adds an element of fun and problem-solving to orienteering.
	Nature Scavenger Hunt: Develop a list of items or features in nature that the kids need to find using a map. This encourages exploration and observation.
	Memory Trail: Lay out a trail with various objects. Allow kids to study the trail for a few minutes, then remove an item and see if they can identify the missing object.

	Obstacle Course Orienteering: Set up an obstacle course where kids navigate using a map to find their way through various challenges. Team Relay Races: Organize relay races where each team member takes turns navigating a section of the course. This promotes teamwork and communication. Balance Beam Navigation: Set up a balance beam course, and have kids navigate it while holding a map. This helps improve coordination and balance. Orienteering Relay Challenges: Create relay challenges where kids must complete different orienteering tasks at each station before passing the baton to the next team member.
Team building games	Obstacle Course Challenge: Set up a simple obstacle course using cones, hula hoops, and tunnels. Divide the children into teams and have them navigate the course together. Time each team to add a competitive element. Team Puzzle Building: Provide each team with a large jigsaw puzzle. The catch is that each team member can only work on a small section. The teams must communicate and collaborate to complete the puzzle. Balloon Pop Relay: Create a relay race where each child must run to a designated point, pop a balloon, and retrieve a message inside. The messages can have instructions for the next team member or a puzzle to solve together. Human Knot: Have the children stand in a circle, and each person grabs hands with someone across from them. The challenge is to untangle the "human knot" without letting go of each other's hands. Cup Stack Challenge: Give each team a stack of plastic cups. The goal is to build the tallest tower using the cups. The catch is that they can only use a rubber band and string to stack the cups. Musical Islands: Set up islands (large pieces of paper) around the room. Play music, and when it stops, the children must quickly find an island to stand on. Remove one island after each round, making it a collaborative effort to fit everyone onto the remaining islands. Nature Scavenger Hunt: Create a list of items found in nature (e.g., pinecones, leaves, rocks). Divide the children into teams and send them on a scavenger hunt. The team that collects all items first or the most items within a time limit wins.

Com	pete, Analysis & Evaluation, Using Skills & Techniques and Challenge
Movement	This area will have a focus of pupil movement during games and activities in PE. Pupils will show a knowledge and understand of direction of movement, different movement patterns and speeds of movements using their limbs.
	Examples
	OU P Step 4 – Exploring/Moving around a space and pieces of equipment
	OU P Step 5 – Following a pre-determined routine with support
	OU P Step 6 – Moving in a variety of different ways during activities
	OU P Step 7 – Moving body parts and showing co-ordination skills
	OU P Step 8 - Repeating a series of movements and creating their own
	movement patterns
Co-Operation	Examples
	OU P Step 4 – Request a symbol/piece of equipment and share this
	OU P Step 5 – Wait patiently for their turn during group games/activities
	OU P Step 6 – Can participate with another pupil towards a common goal
	OU P Step 7 – Show awareness of respect towards others during
	games/activities
	OU P Step 8 - Playing by specific set of rules and identifying who's turn it is
	next

Compete	This area will have a focus on pupils completing tasks when instructed, showing enjoyment, being competitive, use support from staff to implement skills, participate in competitive situations/games and to play against others
Analysis & Evaluation	ExamplesOU P Step 4 – Able to follow 1 rule from staff during gamesOU P Step 5 – Play unsupported against a class mateOU P Step 6 – Participate in some sort of competitive game/environmentOU P Step 7 – Becoming aware playing competitive sports in not alwaysabout winningOU P Step 8 – Attempts to play within the rulesThis area will focus upon pupils ability to evaluate and analyse
	performance, is aware of lessons and structures, able to use symbols to identify items, understand the changes to their body and to comment/communicate on topics in PE
	Examples OU P Step 4 – Able to repeat an action which has been modelled by staff OU P Step 5 – Is aware of the subject and can identify the topic in PE OU P Step 6 – Able to demonstrate a basic skill they have learned OU P Step 7 – Participate in video analysis and comment on the skill OU P Step 8 – Responds to feedback received from staff
Using Skills & Techniques	In Using Skills and Techniques pupils will develop their ability to apply skills to a game/activity, show some control when performing skills, follow instructions, transfer skills from isolation into games and use a range of equipment
	Examples OU P Step 4 – Can respond to a simple verbal command OU P Step 5 – Repeat an activity at least 3 times in a row OU P Step 6 – Send a ball/quoit in a specific direction OU P Step 7 – Practice a skill and apply co-ordination OU P Step 8 – Independently use a range of equipment to complete a task
Challenge	This area will focus on pupils developing skills and knowledge based around remained interested/engaged in activities, recognising and matching equipment/symbols, solving challenges, using skills for success, engaging in

familiar and unfamiliar activities and working independently and supported when necessary.
Examples OU P Step 4 – To select at least 1 piece of equipment for specific game/task OU P Step 5 – Select symbols and collect correct equipment OU P Step 6 – Follow verbal/visual instruction to complete a team task OU P Step 7 – Use skills in a game/activity which brings success OU P Step 8 – Recognise a range of equipment and share what equipment is used for