

# Developing FUNdamental Movement Skills

~ Building the Foundation to Reach for the Stars ~

Mohammed Azhar Yusof

Senior Lecturer
Physical Education & Sports Science



# Developing FUNdamental Movement Skills

- ~ Building the Foundation to Reach for the Stars ~
- Understanding growth & motor development
- Developing FMS
- Factors affecting skill acquisition
- Using stories, imageries & cartoons

Do you agree with the following statements?

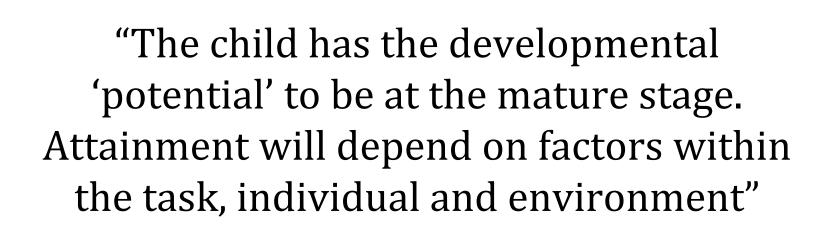
- Children automatically develop their movement skills as they mature.
- Intrinsic motivation towards leading an active lifestyle can be developed at any stage in life.
- 3. Failure to develop fundamental & specialised movement skills during the early years leads to frustration & failure in sports participation later in life.

### Important considerations

- Develop good FUNdamental movement skills
- Building good psychomotor foundation
  - building blocks for more advanced movement and skills
- Different stages of development
  - Need to be recognised and activities designed to suit development stages
- Engineering early success and encouragement are key



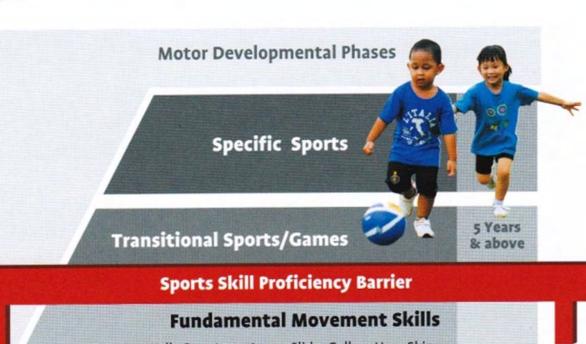




Gallahue & Ozmun (2006)



### Mountain of Motor Development



Locomotor: Walk, Run, Leap, Jump, Slide, Gallop, Hop, Skip

**Object Control:** Throw & Roll, Catch, Kick & Dribble, Strike, Bounce & Dribble, Dribble with Long Implement

Co. Little - Balance Band & Coul Turn Twist Stretch Weight

Stability: Balance, Bend & Curl, Turn, Twist, Stretch, Weight

Transfer

#### 2 Years to 8 Years

#### **Rudimentary Movements**

Scoot, Crawl, Creep, Walk (assisted/unassisted), Reach, Grasp and Release, Trap Birth to 2 Years

#### **Reflexes & Reactions**

Grasp, Suck, Search, Startle, Step, Crawl, Pull-up, Parachute

Birth to 1 Year



- Two to seven years of age
- •Ideal time for children to master:
  - Locomotor skills
  - Manipulative skills.
  - Stability skills

6 to 7 years old
4 to 5 years old
5 to 3 years old
6 to 7 years old
7 Fundamental movement phase
8 Elementary stage
9 Initial stage

These movement skills develop along a continuum of stages from the initial to elementary and to mature stage

### Classification of FMS

#### Locomotor

walking, running, leaping, jumping, sliding, galloping, hopping, skipping

#### Manipulative

throwing, rolling, catching, kicking & dribbling (foot), striking, bouncing & dribbling (hand), dribbling (implement)

#### Stability

■ balancing (static & dynamic), bending & curling, turning, twisting, stretching, transferring weight

### Stages in FMS Phase

#### **Initial Stage**

- characterized by relatively crude, uncoordinated movements.
- execution not rhythmically coordinated.

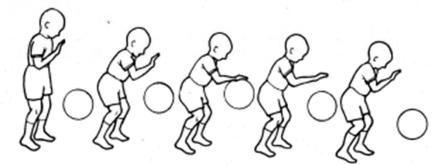
#### **Elementary Stage**

greater control over movements but appear awkward and lacking fluidity.

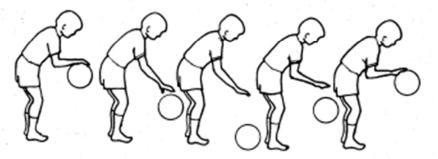
#### Mature Stage

well coordinated, mechanically correct, and efficient act.

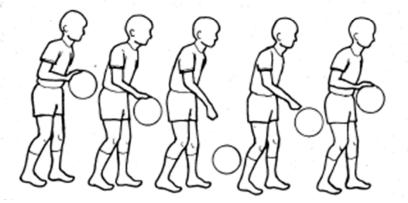


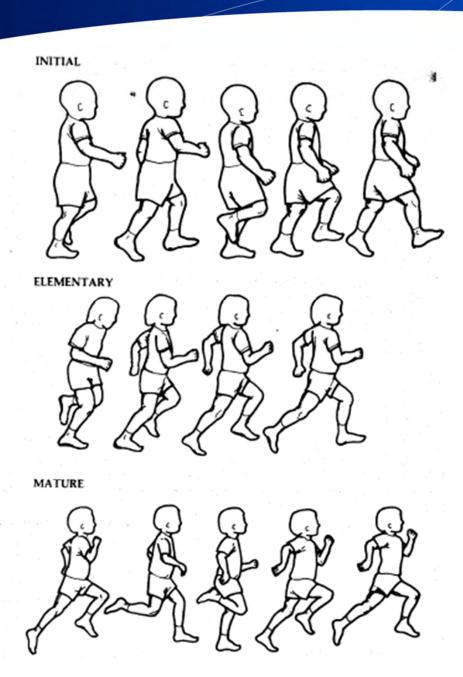


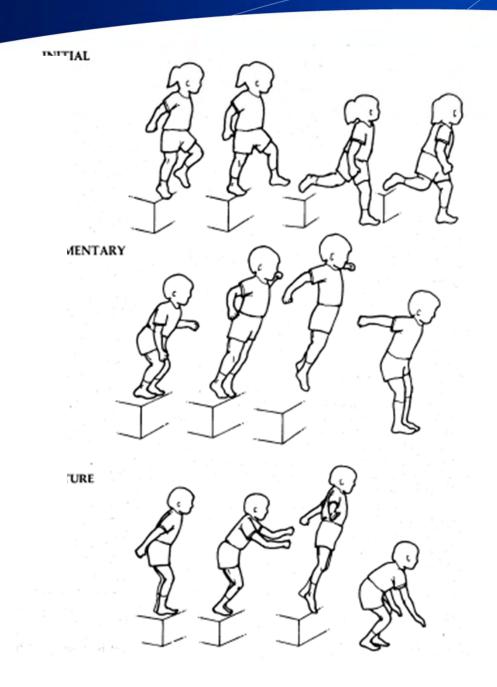
ELEMENTARY



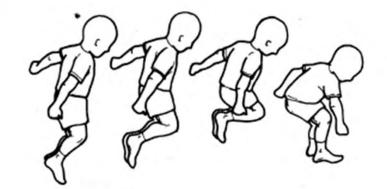
MATURE



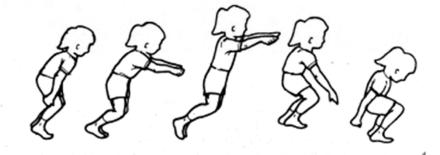




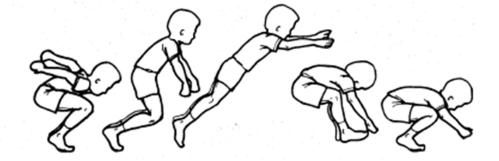
INITIAL



ELEMENTARY



MATURE



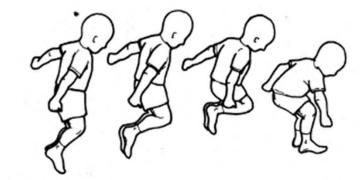




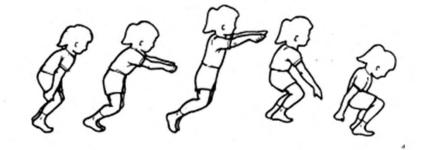




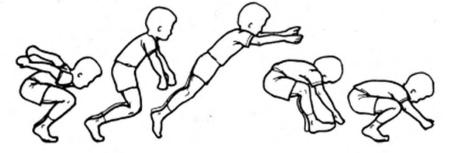
#### INITIAL



ELEMENTARY



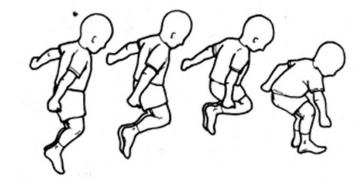
MATURE



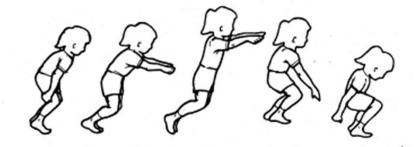




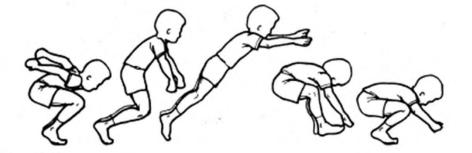
#### INITIAL



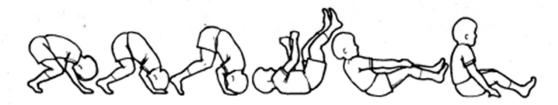
ELEMENTARY



MATURE



INITIAL

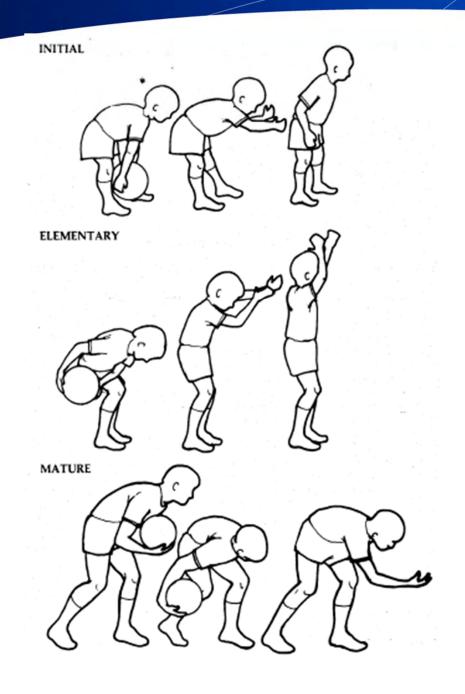


**ELEMENTARY** 

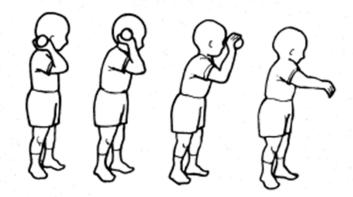


MATURE

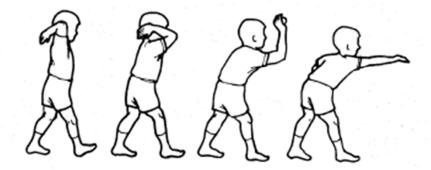




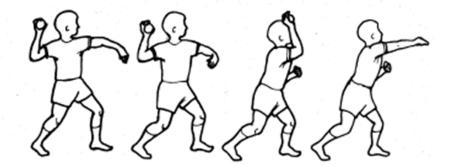
INITIAL



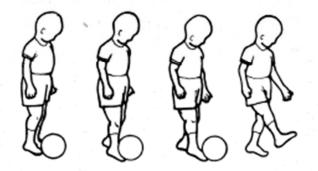
ELEMENTARY



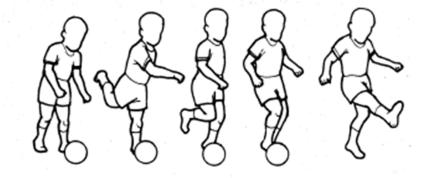
MATURE



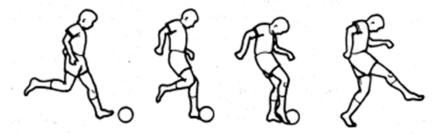
INITIAL



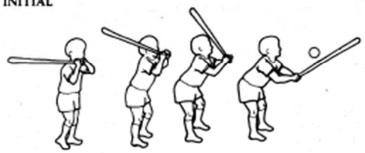
ELEMENTARY



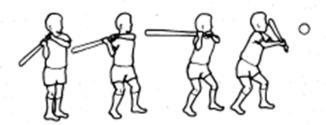
MATURE







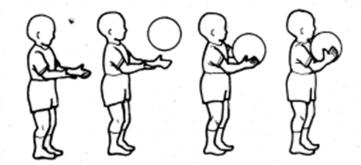
**ELEMENTARY** 



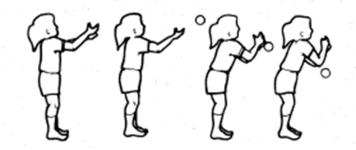
MATURE



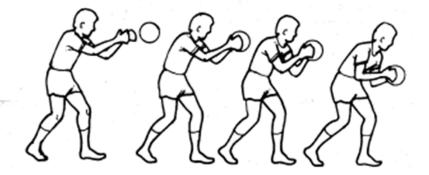
INITIAL

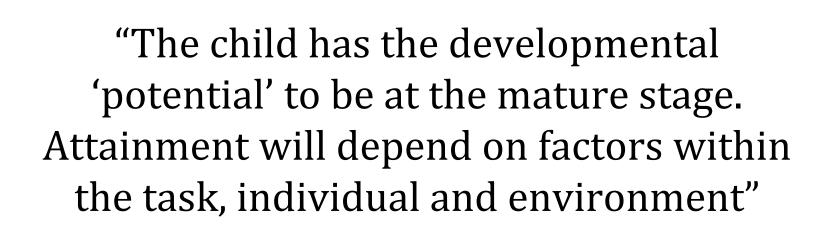


TARY



E





Gallahue & Ozmun (2006)

### Factors affecting Skill Acquisition

- Environment
- Task & Instruction
- Opportunities for learning
- Encouragement

### Factors affecting Skill Acquisition

- Environment
  - Group size, Space, Equipment
- Task & Instructions
  - Clear & simple/appropriate
  - Accompanied by good demonstration
- Opportunities for learning
  - Maximising participation
- Encouragement
  - Lots of positives

# ~ Manipulative Skills ~ Throwing & Catching



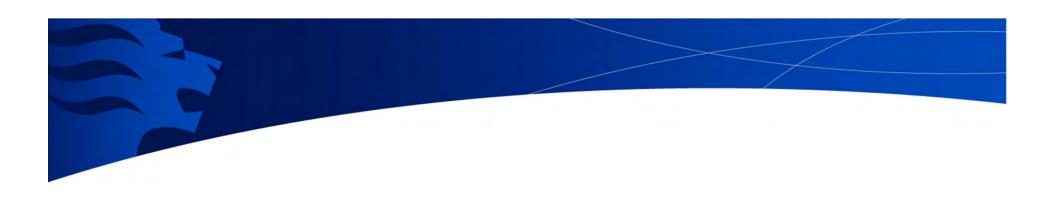
### Factors affecting Skill Acquisition

- Environment
- Task & Instructions
- Opportunities for learning
- Encouragement

Using stories, imageries and cartoons ...

#### Why?

... because children love stories, they have great imagination and they love cartoons ... to make teaching and learning fun!



# Developing FUNdamental Movement Skills ~ Using Stories, Imageries & Cartoons ~

~ Locomotor Movements / Dance ~ Travelling, Turning and Spinning

~ Bubbles ~



### ~ Locomotor Movements ~ Travelling using various movements

~ Trip to the Zoo ~



#### ~ Dance ~

Travelling in a variety of ways – contrasting light and strong movement.

~ The Sorcerer's Apprentice ~



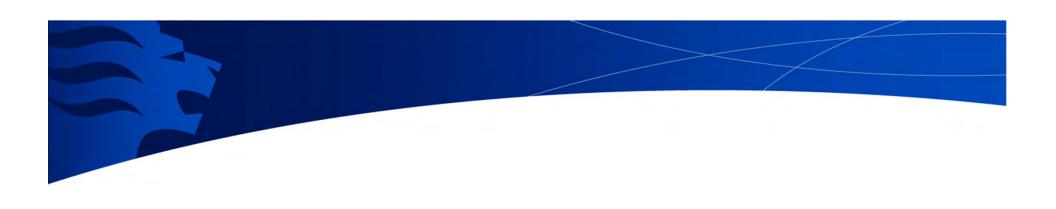
### ~ Gymnastics ~ Travelling, Rolling and Balancing

~ Superheroes ~



### Developing FUNdamental Movement Skills

- ~ Building the Foundation to Reach for the Stars ~
- Understanding growth & motor development
- Developing FMS crucial in early years 2-7 years
- FMS Acquisition
  - Environment
  - Task & instruction
  - Opportunities for Learning
  - Encouragement
- Using stories, imageries & cartoons



# Thank you

Q & A



#### Mohammed Azhar Yusof

Senior Lecturer

Physical Education & Sports Science National Institute of Education, Singapore azhar.yusof@nie.edu.sg