## Sequence Champions PE Home Learning

## Time to Learn:

- Use a dice to create a movement sequence.
- You are going to add three movements together. Roll the dice three times to see which three movements you will need to perform:

Roll a 1 = A star jump
Roll a 2 = A roll
Roll a 3 = A turn
Roll a 4 = A twist
Roll a 5 = A tuck jump
Roll a 6 = A balance

- Think of creative ways to link the movements.


Can you stay motivated and keep trying to improve your sequence?

Link your movements

- When you finish your first movement try and move into the next movement smoothly without pausing.





YOUTH
SPORT
TRUST

