## KIDS WORLD SCHOOL SESSION – 2025-26 ANNUAL CURRICULUM PLANNER

## CLASS - IX

## SUBJECT – **HEALTH AND PHYSICAL EDUCATION**

MONTH	NAME OF THE SPORTS/GAMES/ACTIVITY	LEARNING OBJECTIVE	PRACTICE SKILLS	LEARNING OUTCOMES (KEY TERMS)
JULY	STAND 1: Games/Sports Athletics Swimming STAND 2: Health / Fitness Aerobics	1.To take it as an opportunity to be successful in life. 2.To use the physical talent up to the maximum potential. 3.To accept success and defeat like a true sportsman.	A. Running Events B. Jumping Event C. Throwing Event: Shot Put	Running events boost speed, stamina, and strategy, building resilience and competitive spirit.
AUGUST	STAND 1 Games/Sports  1. Kabaddi STAND 2 Health / Fitness  1. Yoga	1.To develop physical skills such as strength, stamina, speed, agility, accuracy, etc. 2.To develop emotional skills such as managing emotional stress, anxiety, tension and depression.	1 Raider's Skill:  • Hand Touch • Toe Touch • Back kick/ side kick Jump (frog or Lion jump) Defender's Skill • Ankle / Thig • Waist Hold	<ol> <li>Skill Development</li> <li>Physical Fitness</li> <li>Strategic Thinking</li> <li>Team         <ul> <li>Coordination</li> </ul> </li> <li>Rules and Safety         <ul> <li>Awareness</li> </ul> </li> <li>Fair Play</li> </ol>

MONTH	NAME OF THE	LEARNING	PRACTICE	LEARNING
	SPORTS/GAMES/ACTIVITY	<b>OBJECTIVE</b>	SKILLS	OUTCOMES
				(KEY TERMS)
SEPTEMBER	STAND 1 Games/Sports	1.To understand the	<b>Batting:</b>	1. Skill Execution
	<ol> <li>Cricket</li> <li>STAND 2 Health / Fitness</li> <li>Dance</li> </ol>	importance of physical fitness individually and is social life.  2.To make oneself physically, mentally and emotionally it and healthy.	Proper grip, stance, and	2. Game
			footwork	Understanding
			Bowling:	3. Physical
			Smooth action and line / length	Development
			Fielding:	4. Strategic
			Catching and	Thinking
			quick ground fielding	5. Teamwork and
			Wicketkeeping:	Communication
			Glove work and	6. Fair Play and
			foot movement  Physical &	Safety
			Mental	Surety
			Fitness & Focus	
NOVEMBER	STAND 1 Games/Sports	1. To promote	A. Balancing	Participation in
	1.Skating 2.Camping	physical fitness and improve	on skates B. Forward	school sports
	2.cumping	cardiovascular	skating	supports the
		health	C. Stopping	healthy growth
		2. To provide stress relief and	techniques D. Falling	of the heart,
		improve mental	safely	Lungs, muscles
		well-being.	A. Tent pitching	and bones.
		3. To encourage	B. Site selection	
		creativity and self-expression	C. sleeping arrangement	

MONTH  DECEMBER	NAME OF THE SPORTS/GAMES/ACTIVITY  STAND 1 Games/Sports 1.Kho-Kho	LEARNING OBJECTIVE  1. Understand the history and importance of Kho-Kho 2. Learn the basic rules and techniques of the game. 3. Develop physical fitness, agility and teamwork skills.	A. Sitting position B. Zigzag movement C. Running dodging Touch tag	LEARNING OUTCOMES (KEY TERMS) It also improves agility, coordination and balance,
JANUARY	STAND 1 Games/Sports 1.Badmintion	1) play individually or with a partner, beat your opponents and win the game 2) To develop selfesteem and selfconfidence through positive sporting experiences 3) If interested, to graph a career in this game graph a career in this game.	A. Footwork patters B. Blance speed C. Serve D. Smash E. Drive	You work together, share time and other resources, take turns to play and learn to cope with success and failure as a team.