## Planning Inclusive Lessons PE

Inclusive Environment	Resources	Scaffolding
Language is clear, unambiguous and accessible.	Key words, meanings and symbols are highlighted, explained and written up, or available in some other way.	• Tasks to be broken down into smaller sets of instructions. For example, give the first instruction, then once that is
• Instructions are given clearly and reinforced visually, where necessary	Visual timetables or other devices are used to indicate the structure and	completed give more information — rather than presenting all the task requirements in one instruction.
Pupils are clear about the duration	progress of lessons.	·
<ul><li>and overall structure of the lesson.</li><li>Clear and precise names for</li></ul>	Clearly labelled equipment	• Consideration and support may be required if tasks have to be modified or adapted part-way through.
strategies and techniques can support learners to acquire the knowledge they need to participate in the activity, e.g., clear names for rules.	Modifying equipment e.g. Using balloons with rice in to support visually impaired learners in a tennis session.	Wording of questions is planned carefully
Carefully consider the environment to ensure all learners can access PE	• Large, bright, shiny, tactile resources to engage more sensory learners, e.g., a ball wrapped in tin foil/bubble wrap.	Before starting an activity, clarify the rules of any game to be played and set how long it will be played.
<ul><li>lessons and sporting activities</li><li>Mixed-ability groupings</li></ul>	Making adaptations to the size, weight and grip of PE equipment can have a positive impact on learners with	Changes and adaptations can be made to activities and specific tasks to ensure all learners are able to
Low-arousal area	a range of physical needs.	participate fully.
	<ul> <li>Using assistive resources to support learners in target sports, e.g., ramps to play boccia, cricket and ten pin bowling.</li> </ul>	Model skills, break down activities into smaller steps and support with the repetition and over-learning of skills