AusBike WA Curriculum Alignment

WA CURRICULUM STRAND / CONTENT	EXAMPLE LESSON PLAN ACTIVITIES	CORE4SKILL ALIGNMENT
Movement skills – PP–Year 2: Balancing, running, hopping, jumping, and coordination directly link to learning to ride a bike and early bike handling skills (mounting, pedalling, braking, cornering).	3-Step Balance to Ride (Balance-Power-Control); Balance and Jump (off bike); Hop On/Off Balance	Static Balance
Movement skills – Year 3–4: Dodging, leaping, dribbling, and combining movement skills with tactics align with manoeuvring, scanning, and reacting to changing conditions while cycling.	Slalom Course; U-turns; Reaction Time Game	Weight Transfer
Movement skills – Year 5–6: Linking fundamental skills to organised games aligns with cycling as a structured sport. Adjusting force, speed, and timing (e.g., braking, gearing, cornering) builds accuracy and control.	Controlled Brake; Emergency Brake; Slow Race	Modulation
Understanding movement – PP–Year 2: Learning how the body reacts to activity links to noticing heart rate and breathing changes during riding.	Slow Race; Ride–Run–Hop Relay; Bean Bag Throw (on bike)	Static Balance
Understanding movement – Year 3–6: Benefits of regular physical activity, importance of rules and fair play connect to road safety rules, helmet use, and sharing paths while cycling.	Intersections Game; Continuous Hand Signals; Numbers Game	Situational Appropriateness
Interpersonal skills – PP–Year 2: Cooperation in pairs or groups mirrors group riding and taking turns.	Helmet Relay; Bean Bag Group Balance; Bike Twister	Static Balance

Interpersonal skills – Year 3–4: Working cooperatively to complete tasks relates to following group ride roles (leader, sweeper).	Follow the Leader; Bean Bag Pass; Relay: Bean Bag Drop and Collect	Weight Transfer
Interpersonal skills – Year 5–6: Understanding roles (rider, marshal, signal giver) and showing ethical behaviour (road rules, respect for pedestrians) aligns directly with safe group cycling.	Numbers Game; Pool Noodle Relay; Intersections Game	Situational Appropriateness
Staying safe – PP–Year 2: Protective behaviours and help-seeking strategies apply to bike safety (seeking adult help, checking equipment).	ABCDE Bike Check; Helmet 2-2-2; Helmet Relay	Static Balance
Staying safe – Year 3–6: Communication skills to respond to unsafe situations link to hazard awareness on roads and pathways; strategies to ensure safety at school and in the community connect to wearing helmets and high-visibility clothing.	One-Eye Target; Reaction Time Game; Emergency Brake	Situational Appropriateness
Healthy & active communities – PP–Year 2: Actions and daily routines promoting wellbeing connect to riding as regular activity.	Bean Bag Throw (on bike); Ride- Run-Hop Relay; Slow Race	Static Balance
Healthy & active communities – Year 3–6: Strategies that promote safe, healthy lifestyles link to choosing cycling as an active transport option; understanding health messages links to bike safety campaigns, and participating in Ride to School days.	Colour Cones Relay Race; Slow Race; Follow the Leader	Modulation
Interacting with others – PP-Year 2: Skills for interacting respectfully with others apply when sharing bikes, taking turns, or encouraging peers.	Bike Twister; Hop On/Off Relay; Bean Bag Group Balance	Weight Transfer
Interacting with others – Year 3–6: Showing empathy, respect, and valuing differences align with group cycling and supporting peers of varying skill levels.	Follow the Leader; Bean Bag Group Balance; Numbers Game	Situational Appropriateness