				PD/HEAL	TH/PE SYLLAB CONTENT S		IAGE I					
	Health, Wellbeing & Relationships				nent Skill formance			Healthy Safe and Active Lifestyles			Registration Teacher/ Coach Week A	Registration Teacher Week B
	neideloniships	<u> </u>			CONTENT DES	SCRIPTORS		1			WeekA	Week B
			To explore the				E SYLLABUS -	click here				
	Practise interpersonal skills to interact positively with others (ACPPS004)	Demonstrate a variety of movement skills and	-	Participate in games with and without equipment (ACPMP009)	Participate in play that promotes engagement with outdoor settings and the natural environment (ACPPS007)		Collaborate with others and follow rules when	Make connections between feelings, thoughts, body	movement tasks and make positive choices when faced with	Practise interpersonal skills when participating in various activities		
COORDINATION & AGILITY												
SKIPPING												
1.Skipping Forward and Backward		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
Skipping for Length		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
 Skipping for Height 		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
1. Rope Skipping		\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark			
RUNNING												
1. Jogging Forward and Backward		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
2. Jogging Fwd, Bwd and Lateral		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
3. Jogging Fast Leg, Heel Flick		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
4. Karioka Step		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
SPRINTING		-						-	-	-		
1. Sprinting		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
2. Bow Tie Agility Drill		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
3. Diagonal, Forward, Backward		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
4. Lateral, Forward, Backward		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
5. Jumps, Cone Weave, Fwd, Bwd		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
6. Run and Touch		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
MARCHING												
1. High March, Arms Abducted		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
2. High March, Arms in Front		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
3. High March, Rotate		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
 High Knee March and Rotate 		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
UNGING												
L. Walking Lunge		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
2. Lunge and Scoop		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
8. Lunge and Rotate		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
UMPING												
L. Jump for Rhythm and Frequency		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
2. Tuck Jumps		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
3. Fwd, Bwd, Lateral Jumps		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
4. 180 Degreee Spin Jump		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
5. Jump Squat to Lunge		./	/		/	/		/	/	1		[

4. 180 Degreee Spin Jump	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
5. Jump Squat to Lunge	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
6. Rhythm Jumping	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
HOPPING								
1. Hops in Place	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
2. Hopping Laterally	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
3. Hops with Leg Cycle	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
4. Hopping for Length	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
5. 180 Degree Hops	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		

SKILL DEVELOPMENT

ACTIVITIES										
1. Exploration Activites	\checkmark									
2. Ball Handling	\checkmark									
3. Passing	\checkmark									
4. Throwing	\checkmark									
5. Kicking	\checkmark									
6. Juggling	\checkmark									

MOVING IN THE ENVIRONMENT												
ACTIVITIES												
1. Precision Jumps		\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		\checkmark	\checkmark	\checkmark		
2. Cat Crawl		\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		\checkmark	\checkmark	\checkmark		
3. Pole Climb		\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		\checkmark	\checkmark	\checkmark		
4. Vaulting		\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		\checkmark	\checkmark	\checkmark		
5. Rolling		\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		\checkmark	\checkmark	\checkmark		
6. Hanging and Swinging		\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		\checkmark	\checkmark	\checkmark		
7. Exploration Activities		\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		\checkmark	\checkmark	\checkmark		

				PD/HEAL	TH/PE SYLLAB		TAGE 1					
	Health,			Mover	CONTENT S ent Skill	TRANDS		н	ealthy Safe a	nd	Registration	Registration
	Wellbeing & Relationships				formance				Active Lifestyl		Teacher/ Coach Week A	Teacher Week B
	•				CONTENT DES							
	Practise	Demonstrate a	-	e Sub Descrip Participate in	tors for NSW Participate in		E SYLLABUS - Collaborate	click here Make	Perform new	Practise		
	interpersonal skills to interact positively with	variety of movement skills and	describe how their body moves in relation to space, time, objects, effort and people (ACPMP011)	games with and without equipment (ACPMP009)	play that promotes engagement with outdoor settings and the natural environment (ACPPS007)	solutions to movement challenges through trial and error (ACPMP013)	with others and follow rules when participating in physical	connections between feelings,	movement tasks and make positive choices when faced with	interpersonal skills when participating in various activities		
DYNAMIC MOVEMENT CONTRO	OL											
ACTIVITIES		1 ,	1 /	1	I /	1 /	-	1 4	I (1		
 Fixed Leg Stepping Quadruped 		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
2. Quadruped 3. Rhythmical Squat		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
4. Trunk Rotation		\checkmark	 √		v √	 √		√	\checkmark			
5. Pepe Le Pew		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
6. Bilateral Squat to Jump to		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
7. Unilateral Squat to Jump to		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
8. Bent Arm Plank to Squat		\checkmark	\checkmark		\checkmark	<i>√</i>		<i>√</i>	\checkmark	ļ		
9. Hand Stand		\checkmark	√		\checkmark	\checkmark		\checkmark	\checkmark			
10. Standing Position to Bwd Roll		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
11. Drop Arm Spin 12. Forward Roll		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
12. Forward Roll 13. Pivot Lunge		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
14. Ribbon Arm Spin		\checkmark	√		\checkmark	 √		\checkmark	\checkmark			
15. Rollercoaster Surfers		√ √	√	1	√ √	 √		√	√ √			
CORE MOVEMENT				•	•	•			•	•		
ACTIVITIES												
1. Mountain Pose		√	√		√	√		\checkmark	√			
2. Mountain Pose (Arms Abducted)		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
3. Tree Pose		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
4. Standing Overhead Arms		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
5. Chair Pose		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
6. Star Pose		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
7. Triangle Pose 8. Rotated Triangle		\checkmark	\checkmark		√ √	\checkmark		 √	\checkmark			
9. Warrior Pose		\checkmark	√		\checkmark	 √		v √	\checkmark			
10. Kneeling Warrior Pose		\checkmark	√		√	\checkmark		\checkmark	√			
11. Side Warrior Pose		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
12. Extended Lateral Lunge Pose		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
13. Rotated Lunge Pose		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
14. Rotated Single Leg Balance		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
15. Open Single Leg Balance		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
16. Raised Leg Pose (Neutral)		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
17. Raised Leg Pose (Open) 18. Raised Leg Pose (Rotated)		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
 Raised Leg Pose (Rotated) Prayer Position w/ Bent Over Warrior 		\checkmark	/		/	/		/	/			
20. Eagle Pose		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
21. Legs Wide Pose (Concave Back)		\checkmark	√		√ √	 √		 √	√ √			
22. Legs Wide Pose (Holding Ankles)		\checkmark	\checkmark		√	\checkmark	1	√	\checkmark			
23. Legs Wide Pose (Headstand Position)		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
24. Legs Wide Pose (Arms Over)		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
25. Legs Wide Pose (Rotated)		\checkmark	\checkmark		\checkmark	\checkmark		√	\checkmark			
26. Rag Doll		\checkmark	√ 		√ /	\checkmark		√ /	\checkmark			
27. Gorilla Pose 28. Straight Back Gorilla Pose		\checkmark	\checkmark		\checkmark	\checkmark		 	\checkmark			
28. Straight Back Gorilla Pose 29. Single Leg Balance w/ Hip Extension		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark	+		
30. Boat Pose		\checkmark	\checkmark			\checkmark		v √	\checkmark			
31. Spider Pose		\checkmark	√	1	√ √	 √		√	√ √			
32. Drawbridge Pose		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
33. Simple Cross Leg Pose		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
34. Kneeling Back Bend		\checkmark	√	ļ	\checkmark	<i>√</i>		<i>√</i>	\checkmark	ļ		
35. Prone Glute		\checkmark	√		\checkmark	\checkmark	1	\checkmark	\checkmark			
36. Butterfly Pose		\checkmark	\checkmark		√ /	\checkmark			\checkmark			
LL C Devis Door		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
		\checkmark	\checkmark		./	\checkmark		 	\checkmark			
37. Bow Pose 38. Rolling Bow Pose 39. Kneeling Overhead Arms			I V	ļ	× /	\checkmark		 √	\checkmark			
38. Rolling Bow Pose 39. Kneeling Overhead Arms			<u>ار</u>			1 V		· ·	, v			
38. Rolling Bow Pose39. Kneeling Overhead Arms40. Kneeling Lateral Trunk Flexion		\checkmark	\checkmark		\checkmark	_		\checkmark	\checkmark			
								\checkmark	\checkmark			
38. Rolling Bow Pose39. Kneeling Overhead Arms40. Kneeling Lateral Trunk Flexion41. Downward Facing Dog		√ √	\checkmark		\checkmark	\checkmark		$\begin{array}{c} \checkmark \\ \checkmark \\ \checkmark \\ \checkmark \end{array}$				
 38. Rolling Bow Pose 39. Kneeling Overhead Arms 40. Kneeling Lateral Trunk Flexion 41. Downward Facing Dog 42. Up Face Dog 		√ √ √	√ √		\checkmark	\checkmark			\checkmark			

				PD/HEAL	TH/PE SYLLAB		TAGE 1					
	Health,			Moven	CONTENT S	TRANDS		н	ealthy Safe a	nd	Registration	Registratio
	Wellbeing & Relationships				formance				ctive Lifestyl		Teacher/ Coach Week A	Teacher Week B
	· ·				CONTENT DE						I	
	Practise	Demonstrate a	To explore the	e Sub Descrip Participate in	tors for NSW Participate in	PD HEALTH P Test possible			Perform new	Practise		
	interpersonal skills to interact positively with	variety of movement skills and	describe how their body moves in relation to space, time, objects, effort and people (ACPMP011)	games with and without equipment (ACPMP009)	play that promotes engagement with outdoor settings and the natural environment (ACPPS007)	solutions to movement challenges through trial and error (ACPMP013)	with others and follow rules when participating in physical	connections between feelings, thoughts, body reactions and body language	movement tasks and make positive choices when faced with	interpersonal skills when participating in various activities		
CORE MOVEMENT CONTINUEL)											
47. Half Bridge (Fingers Interlocked)		√	√		√	√		√	√			
48. Crane Pose		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
49. Frog		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
50. Child's Pose		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
51. Pretzel with Eagle 52. Arms Under Over		\checkmark	\checkmark		√ 	\checkmark		\checkmark	\checkmark			
53. Full Bridge		\checkmark	\checkmark			\checkmark	1	\checkmark	\checkmark			
54. The Slide		\checkmark	√		√	 √		 √	\checkmark			
55. Plank Pose		\checkmark	√	1	√ √	√ √	1	\checkmark	√ √			
56. Table Pose		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
57. Side Lying Bicep Stretch		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
58. Windscreen Wiper		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
59. Seated and Inverted 'L'		\checkmark	√		\checkmark	\checkmark	<u> </u>	\checkmark	\checkmark			
60. Crawling 61. Prone Posture (Elbows Abducted)		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
62. Prone Posture (Elbows Abducted) 62. Prone Posture (Elbows Flexed)		\checkmark			\checkmark	\checkmark		\checkmark	\checkmark			
63. Constructive Rest		\checkmark	\checkmark		\checkmark	\checkmark		\checkmark	\checkmark			
64. Corpse Pose		\checkmark	\checkmark		 √	 √		\checkmark	\checkmark			
CHALLENGES & GAMES	1	· · ·	1 · ·		· ·	· ·			· ·			
ACTIVITIES												
1. Aeroplanes and Airports	√	√	√	√	√	√	√	√	√	√		
2. Beat The Ball	√	\checkmark	√	\checkmark	√	√	 √	√	\checkmark	\checkmark		
3. Bombardment	\checkmark	\checkmark	√	\checkmark	\checkmark	\checkmark	√	\checkmark	\checkmark	\checkmark		
4. Builders And Bulldozers	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
5. Capture The Flag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
6. Combat	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
7. Cooperation Game 8. Crocodile Net	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
8. Crocodile Net 9. Dodge Ball	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	 	\checkmark	\checkmark		
10. Dog Pound	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
11. Explorer Ball	√	\checkmark	√	\checkmark	√	√	 √	√	\checkmark	\checkmark		
12. Farmer Sam	\checkmark	\checkmark	√	√ 	↓ ↓	↓ ↓	√ 	\checkmark	√ 	√ 		
13. Five Noses	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
14. Four Corner Drill	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
15. Foxes and Rabbits	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
16. Frisbee Football	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
17. Frisbee Ninja	<i>√</i>	\checkmark	√	\checkmark	↓ √	\checkmark	↓ √	<i>√</i>	\checkmark	\checkmark		
18. Grand Prix	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
19. Hero 20. Hero 2	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
20. Hero 2 21. Hide And Seek	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		\checkmark	\checkmark	\checkmark		
22. Human Log Carry	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
23. Imaginative Movements	√	\checkmark	√	\checkmark	 √	 √	 √	 √	\checkmark	\checkmark		
24. Jurassic Park	\checkmark	\checkmark	√	\checkmark	√ √	√ √	√ 	\checkmark	√ √	√ √		
25. Keep It Moving	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
26. Keep The Basket Full	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
27. Kick the Can	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
28. Mad Eagle	\checkmark	\checkmark	\checkmark	\checkmark	√	√ 	\checkmark	\checkmark	\checkmark	\checkmark	ļĪ	
29. Moon Ball	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
30. Narnia	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
31. Not In My Back Yard32. Numbering The Lines	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
32. Numbering The Lines 33. Pacman	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
34. Pacosaurus	v √	\checkmark	√	\checkmark	 √	 √	\checkmark	v √	\checkmark	\checkmark		
35. Panthers And Leopards	\checkmark	\checkmark	√	\checkmark	√	√ 	√	\checkmark	√ 	√ 		
36. Pirate Ship	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
37. Planet Invasion	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
38. Poison Dodge	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
39. Secret Admirer	√ 	\checkmark	√	\checkmark	√ 	√ 	√	√	\checkmark	\checkmark		
40. Skittle Ball	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
		. /	. /	. /	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
41. Space Hunters	\checkmark	\checkmark	\checkmark	\checkmark						-		
	\checkmark \checkmark \checkmark							\checkmark				

				PD/HEAL	TH/PE SYLLAB		TAGE 1					
	Health, Wellbeing & Relationships	Wellbeing & Relationshipsand PerformanceActive Lifestyles								Registration Teacher/ Coach Week A	Registration Teacher Week B	
					CONTENT DE							
		-	To explore the	e Sub Descrip	tors for NSW	PD HEALTH P	E SYLLABUS -	click here				
	interpersonal skills to interact positively with others (ACPPS004)	Demonstrate a variety of movement skills and movement sequences	a Identify and describe how their body moves in relation to space, time, objects, effort and people (ACPMP011)	games with and without equipment (ACPMP009)	Participate in play that promotes engagement with outdoor settings and the natural environment (ACPPS007)	Test possible solutions to movement challenges through trial and error (ACPMP013)	Collaborate with others and follow rules when participating in physical activities (ACPMP012, ACPMP014)	feelings, thoughts, body reactions and body language		Practise interpersonal skills when participating in various activities		
CHALLENGES & GAMES CON				T .			T .			-		
45. Warriors, Warlocks And Elves	√	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
46. Wasps	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
Tag				1		1		1	1	T		
1. Arches Tag	√	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
2. Chain Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
3. Double Freeze Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
4. Everybody's It	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
5. Freight Train Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
6. Head And Bottom Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
7. Line Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
8. Octopus Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
9. Rock, Bridge, Tree Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
10. Scarecrow Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
11. Screen Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
12. Snowball Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
13. Tail Tag	√	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
14. Team Tag	√	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
15. Ultimate Team Tail Tag	√	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
16. Wedge-Tail Eagle Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
Partner												
1. Bean Bag Crossover	√	\checkmark	√	√	√	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
2. Bridge Jumping	√	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
3. Circus Balances	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
4. Gladiators	√	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
5. Leading	√	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
6. Leg Jumping	√	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
7. Mirroring	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
8. Shadows	√	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
9. Sitting Back To Back	√	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
10. Sumo Wrestling	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
11. Toe Tapper	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
II. IDe lappel	v v	v v	v	V V	v	V V	V V	V V		V V		

Relay											
1. Drop Off Relay	\checkmark										
2. Line To Line Relay	\checkmark										
Expansion											
1. Barry	\checkmark										
2. Hunter	\checkmark										
3. Lord Of The Rings	\checkmark										
4. Up and Adam	\checkmark										