



SEPEP Unit Plan

& Teacher Resource Pack

Sport Education in Physical Education
Designed to run alongside the SEPEP Planner app

Teacher:

School:

Sport:

Year level:

Term / dates:

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How this pack works

This pack frames a Sport Education (SEPEP) season as a unit of work. It gives you the curriculum links, a teaching sequence, student role descriptions, and ready-to-print worksheets — while the SEPEP Planner app does the heavy lifting of teams, fixtures, scoring and the ladder. Print the worksheets, adapt the tables to your sport and year level, and use the app live in class.

This pack provides	The app provides
Curriculum mapping and learning intentions	Random, balanced team generation
A week-by-week teaching sequence	Round-robin fixtures with duty teams
Student role cards and responsibilities	Live ladder, scores and fair-play points
Per-round worksheets and reflections	Attendance, notes and leadership-role rotation
An assessment rubric and award ideas	A printable PDF of the whole unit

Tip

Set up your unit in the app first (sport, teams, fixtures). Then print one copy of each worksheet per student or team for the season.

What is Sport Education (SEPEP)?

Sport Education is a curriculum model where students experience authentic, season-long sport — not as isolated skill drills, but as members of a persisting team who train, compete, officiate, record results and celebrate together. Students take responsibility through roles, and the teacher shifts from ‘director’ to ‘facilitator’.

The six features of a Sport Education season

Feature	What it looks like (and where the app helps)
Seasons	A longer unit (6–10+ lessons) with pre-season, competition and finals — set the length in the app’s Setup.
Affiliation	Students stay in the same team all season, building identity (name, colours, roles) — generate and name teams in the app.
Formal competition	A published schedule of fixtures students can see and prepare for — auto-generated round-robin in the app.
Record keeping	Scores, statistics and a ladder that give the competition meaning — entered and tracked live in the app.
Festivity	A sense of occasion — team names, awards, a culminating event.
Culminating event	Finals day that brings the season to a climax, plus presentations.

This model develops far more than sport skill. Students practise leadership, cooperation, officiating, problem-solving, inclusion and personal responsibility — which is exactly where it connects to the curriculum.

Curriculum connections

The examples below align to the Australian Curriculum: Health and Physical Education (v9.0). Use the right-hand column to write in the specific outcome codes for your jurisdiction (e.g. NSW PDHPE, Victorian Curriculum, QCAA, SCSA) or your school's scope and sequence.

Movement and Physical Activity

Sub-strand	How SEPEP addresses it	Your outcome (write in)
Moving our bodies	Applying skills, strategies and tactics in modified games across a season.	
Making active choices	Sustained participation; understanding how sport supports wellbeing.	
Learning through movement	Taking on roles, officiating, solving problems, communicating and evaluating performance.	

Personal, Social and Community Health

Sub-strand	How SEPEP addresses it	Your outcome (write in)
Identities and change	Developing identity and confidence through a team role and responsibility.	
Interacting with others	Teamwork, leadership, fair play, inclusion, respectful communication and managing conflict.	
Making healthy & safe choices	Safe participation, equipment management and officiating responsibly.	

Evidence for reporting

The app captures attendance, fair-play points, leadership-role rotation and the final ladder — all useful evidence when you assess against these outcomes.

Learning intentions & success criteria

Adapt these to your sport and year level. Share them with students at the start of the season.

By the end of this unit, students will be able to:

- Apply the key skills and tactics of the sport in game situations.
- Fulfil a team role (e.g. coach, captain, statistician) responsibly across the season.
- Officiate fairly and keep accurate records when their team is on duty.
- Work cooperatively, include others and demonstrate fair play.
- Reflect on their own and their team's performance and set goals.

Success criteria — 'I can...'

- I can contribute to my team in both playing and non-playing roles.
- I can explain and follow the rules and officiate a game fairly.
- I can record scores or stats accurately during a round.
- I can name something that went well and something to improve each round.

Unit sequence

A suggested flow. Adjust the weeks to match your timetable (the app lets you set weeks, periods per week and pre-season length).

Phase	Approx.	Focus	In the app
Pre-season	Wks 1–2	Skills & tactics; form teams; choose names, colours & roles; set fair-play expectations; train officials.	Setup → paste class → Draw teams → assign roles
Trial round	Wk 2–3	Practice games; rehearse duty-team jobs; test the rules.	Generate fixtures; trial score entry
Competition season	Wks 3–N	Weekly round-robin; duty teams officiate; record scores; track ladder; fair-play each round; rotate roles.	Fixtures → Scores → Ladder; Attendance & Notes
Finals & festival	Final wk	Semi/finals; culminating event; presentations & awards; reflect.	Final ladder; export the unit PDF

Role rotation

Use the app's leadership-role rotation matrix to make sure every student experiences several roles across the season, not just the confident few.

Student roles

Roles give every student a meaningful job, whether or not they are the strongest player. Assign leadership roles per team and rotate duty roles each round. These match the roles you can assign in the app.

Leadership roles (season-long, per team)

Role	Responsibilities
Coach	Leads warm-ups and team talks; organises positions and tactics; supports teammates.
Captain	Represents the team to officials; models fair play; makes in-game decisions.
Equipment Manager	Collects, sets up and returns equipment; checks the playing area is safe.
Statistician	Records scores and simple stats; helps enter results into the app.
Publicity Officer	Reports results and highlights; keeps a team log or noticeboard.

Duty roles (rotate each round, for the non-playing team)

Role	Responsibilities
Referee / Umpire	Officiates fairly, applies the rules, manages the flow of play.
Scorer	Keeps the official score and reports the final result.
Timer	Manages the clock; signals the start and end of play.

Custom roles

Need a role that isn't here — Commentator, Photographer, MVP Judge? Add it in the app and it becomes assignable to students too.

Worksheet 1 – Team Identity

Complete this in pre-season once your team is formed.

Name: _____ Team: _____

Team name:

Team colours:

Team motto or chant:

Our team roles

Role	Student
Coach	
Captain	
Equipment Manager	
Statistician	
Publicity Officer	

Two goals for our season:

Worksheet 2 – Round Reflection

Print one per student per round, or reuse across the season.

Name: _____ **Team:** _____

Round #: _____ **Opponent:** _____ **Result:** _____

My role this round: Player Coach Captain Referee Scorer Timer Other: _____

One thing that went well:

One thing I want to improve next round:

A fair-play moment I saw or did:

Our team goal for next round:

Worksheet 3 – Captain’s Match Report

For the Captain to complete after each game.

Name: _____ Team: _____

Round #: _____ Final score: _____ – _____ Player of the match: _____

What worked well for us tactically:

What we’ll try differently:

Our fair-play rating this game:

Worksheet 4 – Duty Team Checklist

Use this when your team is the duty team for the round.

Name: _____ Team: _____

Before the game

- Set up the playing area and equipment safely.
- Confirm who is Referee, Scorer and Timer.
- Check both teams know the rules and the time limit.

During the game

- Referee fairly and consistently — explain decisions calmly.
- Scorer keeps the running score.
- Timer signals the start, half-time and full-time.

After the game

- Agree and report the final score.
- Enter the result into the SEPEP Planner app.
- Pack up equipment and tidy the area.
- Award a fair-play point to a player from the other team.

Worksheet 5 – Statistician’s Record Sheet

Tally simple stats during the game, then enter the score in the app.

Name: _____ Team: _____

Round #: _____ Our team: _____ Opponent: _____

Player	Points / Goals	Assists	Other

Final score: _____ - _____

Worksheet 6 – Fair Play Reflection

Complete at the mid-point and end of the season.

Name: _____ Team: _____

Rate yourself this season (1 = rarely, 5 = always):

I...	1	2	3	4	5
played by the rules and respected officials	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
encouraged and included my teammates	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
gave my best effort in every role	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
managed winning and losing well	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

A teammate who showed great fair play, and why:

Worksheet 7 – End-of-Season Reflection

A final reflection for each student.

Name: _____ Team: _____

My biggest improvement this season:

The best moment of our season:

What I learned about teamwork or leadership:

How well I performed my role(s): Emerging Developing Proficient Advanced

Assessment

Sport Education assesses more than skill. Use the app's data (ladder, fair-play points, attendance, role rotation) plus the worksheets as evidence. The rubric below is a starting point — adapt the criteria and descriptors to your context.

Criterion	Emerging	Developing	Proficient	Advanced
Skills & game play	Attempts skills with support	Performs basic skills in games	Applies skills & tactics consistently	Influences games with skill & decisions
Role & officiating	Needs prompting in role	Completes role with reminders	Fulfills role reliably	Leads and supports others in role
Teamwork & fair play	Inconsistent fair play	Mostly cooperative & fair	Consistently fair & inclusive	Models fair play for the class
Reflection	Limited reflection	Identifies one improvement	Reflects and sets goals	Reflects critically & acts on goals

Turn this into graded assessment

Want rubric grading, student reports and a markbook? Build this rubric in Easy Rubric (linked from the app's Settings → 'Assess this unit') and grade against the evidence you've collected.

Culminating event & awards

Finish the season with a festival or finals day. Celebrate the whole experience — not just the winning team. Present awards using the data in the app.

Award	How to decide it
Champion team	Top of the final ladder in the app.
Fair Play award	Highest fair-play points across the season (app totals).
Golden Whistle	Best official / duty-team performance (teacher & peer vote).
Most improved	Teacher nomination, supported by reflections.
Coach of the season	Peer-voted team leadership.
Unsung hero	A student who excelled in a non-playing role.

Ideas to add festivity:

- Team uniforms or colours on finals day
- A class noticeboard with the ladder and match reports
- A short awards presentation
- Export the unit PDF from the app as a season keepsake

Appendix — Teacher setup checklist

In the SEPEP Planner app

- Create a unit: choose the sport, year level, weeks, periods and courts.
- Paste your class list and draw balanced teams.
- Name teams and assign leadership roles.
- Generate the fixtures and review the duty-team schedule.
- Each round: enter scores, mark attendance, add notes.
- Lock the unit once teams and fixtures are confirmed.
- Export the unit PDF for your records or to share.

Print from this pack

- Worksheet 1 — Team Identity (one per team)
- Worksheet 2 — Round Reflection (one per student, reused each round)
- Worksheets 3–5 — Captain, Duty Team & Statistician (per role)
- Worksheets 6–7 — Fair Play & End-of-Season reflections

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