



**SHO 3** 

## THEORY:

## TECHNIQUES

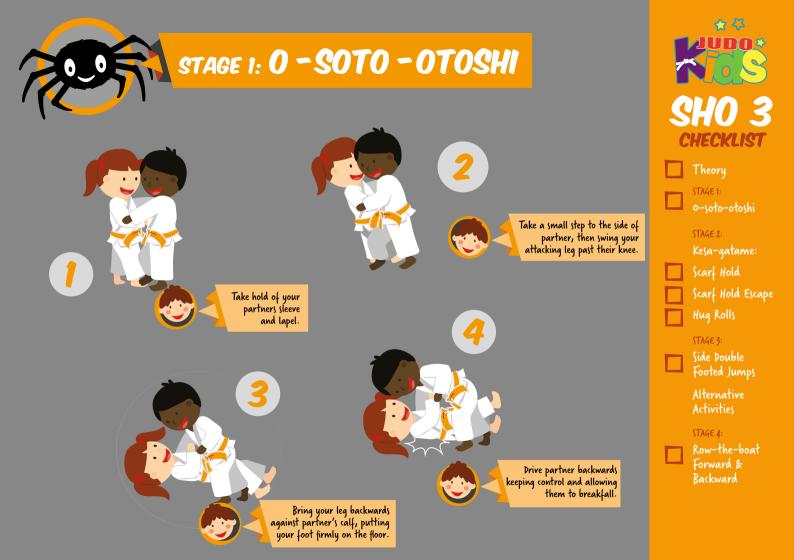
0-soto-otoshi (Japanese) – Major body drop (English) Kesa-gatame (Japanese) – Scarf hold (English)

## FAIR PLAY

- No biting, scratching, kick or pulling hair r
- No swearing
- No cheating in games or activities
- Everyone gets a turn
- obey the dojo rules



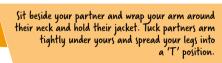






#### **SCARF HOLD:**





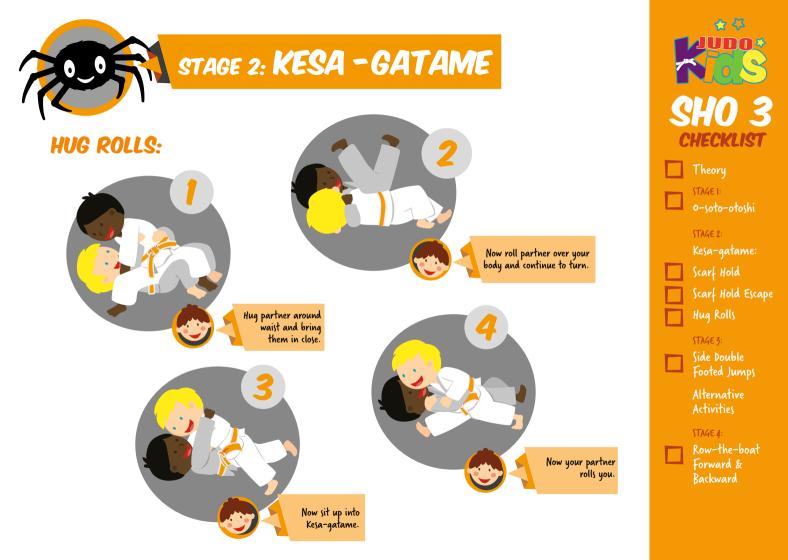
SCARF HOLD ESCAPE:



You can break any hold by trapping your partner's leg. To escape, grab partner around their waist and mover towards them. (atch their leg between both of your legs.

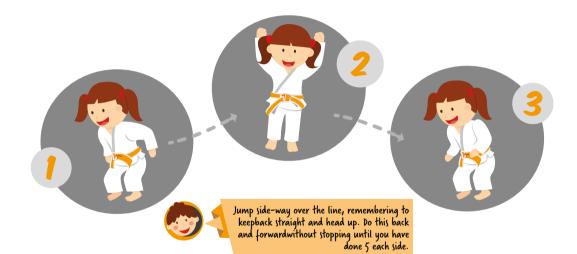








# STAGE 3: SIDE DOUBLE FOOTED JUMPS



### **ALTERNATIVE ACTIVITIES:**

For height jump over hurdles, ropes or cones.



Travel down a line using belts or tape doing double or single footed jumps.

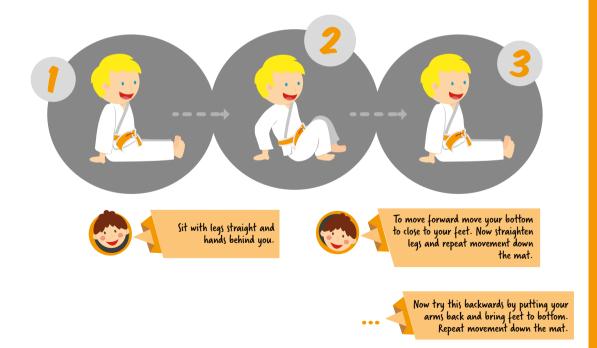
Jump and catch balls or bean bags etc.

Race to see how many you can do in 10, 15, or 20 seconds.





#### FORWARD & BACKWARD:





Backward





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