

Achievement Standard

Subject Reference Physical Education 1.1

Title Apply movement strategies in an applied setting

Level 1 **Credits** 5 **Assessment** Internal

Subfield Health and Physical Education

Domain Physical Education

Status Approved **Status date** 27 November 2025

Planned review date December 2029 **Date version published** 9 December 2025

Purpose Statement

Students are able to apply movement strategies in an applied setting.

Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
<ul style="list-style-type: none"> Apply movement strategies in an applied setting 	<ul style="list-style-type: none"> Sustain movement strategies in an applied setting 	<ul style="list-style-type: none"> Execute movement strategies in an applied setting

Explanatory Notes

- 1 *Apply movement strategies in an applied setting* involves:
- identifying a range of movement strategies in an applied setting
 - demonstrating a range of movement strategies in an applied setting.

Sustain movement strategies in an applied setting involves:

- consistently demonstrating a range of movement strategies in an applied setting.

Execute movement strategies in an applied setting involves:

- effectively demonstrating with intent and proficiency a range of movement strategies in an applied setting.

- 2 For the purpose of this achievement standard, *movement strategies* refer to the tactical decisions and actions used in a movement context. These strategies involve planning and adapting movements to respond effectively to different situations, opponents, or goals.

Examples of a movement strategy include:

- offensive strategy
- defensive strategy
- tactical play.

Examples of a movement context include:

- Māori, Pacific, or other cultural activities
- team or individual activities
- outdoor education activities.

- 3 For the purpose of this achievement standard, an *applied setting* refers to an authentic situation where movement strategies are used.

Examples of an applied setting include:

- a sports game or tournament as part of a team or as an individual
- a modified or competition game
- a festival, event, or outdoor experience.

- 4 Refer to the NCEA [glossary](#) for Māori, Pacific, and further subject-specific terms and concepts.
- 5 This achievement standard is derived from the Health and Physical Education Learning Area at Level 6 of *The New Zealand Curriculum*: Learning Media, Ministry of Education, 2007.

Replacement Information

This achievement standard and AS92017-AS92019 replaced AS90962-AS90970.

Quality Assurance

- 1 Schools and institutions must have been granted consent to assess by NZQA before they can register credits from assessment against achievement standards.
- 2 Schools and institutions with consent to assess must engage with the moderation system that applies to those achievement standards.

Consent and Moderation Requirements (CMR) reference	0233
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