

As they develop

Creature Chaos

Let's 'Play to Learn'

Encourage the children to:

- Dress up as aliens
- roll a ball into the 'keep it zone', pick the ball up and run into the 'scoring zone', then roll/underarm throw a ball to hit a large target/goal. Return to the 'keep it zone' and repeat
- Roll/throw a ball in the 'keep it zone', run to collect/pick up the ball move into the 'scoring zone', then throw underarm accurately for a more able child or a practitioner to catch
- Set targets for how many 'goals' they can score in three attempts/30 seconds
- Record their attempts with support using a simple scoring system
- Play beat the clock or beat their previous score

Key words

- control, coordination
- roll, throw, 'goes', attempts
- 'keep it zone', 'scoring zone', spatial awareness
- target, hit, miss, goal, score
- send



Opportunities to:

- develop increasing control over large body movements
- recognise and use different pieces of equipment
- follow simple rules of a game

Resources

- Throw-down markers/chalk markings
- Bean bags/soft toys
- Wide variety of balls, including 'Fit' balls
- Quoits
- Balloons
- Hoops
- Large targets, parachutes, walls, etc.
- Alien costumes, masks, etc.
- Garden divided into two halves – 'keep it zone' and a 'scoring zone'

Questions

- What are you looking at as you roll the ball?
- Which 'goal' is the easiest to hit?
- How do you know when you are in the 'scoring zone'?
- What happens when you play 'beat the clock'?

Safety & organisation

Ensure:

- the surface is clean and free from obstructions
- costumes do not restrict children's movements or vision

Can you see the child?

- Developing increasing control over large body movements
- Recognising and using different pieces of equipment
- Following simple rules of a game

sometimes

most of the time

Encourage the child to:

- practise rolling and throwing - refer to Technical Skills Cards
- play in separate 'gardens' initially
- discuss which targets might be easiest to hit before they start
- work with a partner to help one another

Encourage the:

- aim at smaller targets
- complete a slalom course in the 'keep it zone' before they enter the 'scoring zone'
- compete against another child in adjacent 'gardens'

Rich opportunities

- KUofW: Time and people - measure time using simple measuring devices and clocks
- MD: Handling data - collect, represent and interpret data