

## As they progress

### Let's 'Play to Learn'

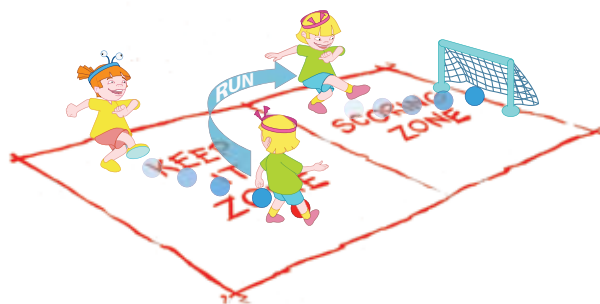
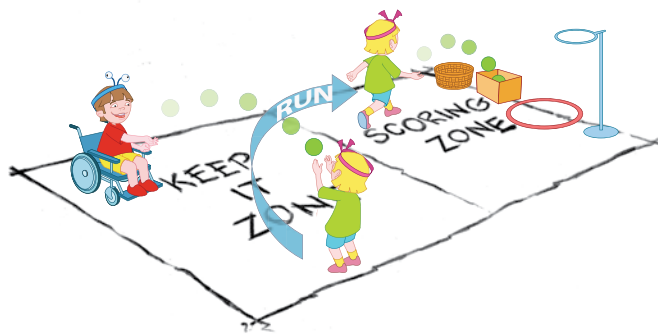
Encourage the children to:

- Wear an alien bib
- Throw/kick a ball into the 'keep it zone', run to collect/pick up ball and move into the 'scoring zone', then roll/underarm throw/kick a ball to hit a target/goal. Return to the 'keep it zone' and repeat. Do the activity above - setting up a choice of targets to aim at. Children decide on a scoring system for each target, how many attempts/goes do they have each/within time limit, etc.
- Throw and catch the ball in the 'keep it zone' and then move into the 'scoring zone' and aim at targets/goals. Children decide the rules for the catch and throw in the 'keep it zone', e.g. when to move into the 'scoring zone', to travel with the ball or not, etc.
- Set targets for how many goals/points they can score in five attempts/one minute
- Record their attempts with support using a simple scoring system
- Cooperate with another child to achieve their highest score

### Key words

- control, coordination
- carry, roll, throw, kick, chase, follow, pick up, catch, push, steer, balance
- target, hit, miss, goal, score, points, aim, accuracy
- send, receive, keep, travel with

# Creature Chaos



### Opportunities to

- follow the simple rules of a game
- send and receive an object over a short distance
- walk to or run and kick a ball
- develop performance of simple skills with a partner

### Resources

- Throw-down markers/chalk markings
- Bean bags/soft toys
- Wide variety of balls, including 'Fit' balls
- Quoits
- Balloons
- Hoops
- Small targets/goals, small boxes, wickets, skittles, etc.
- 'Alien' bibs
- Garden divided into two halves - 'keep it zone' and a 'scoring zone'

### Questions

- What rules have you made up?
- What do you have to do to make sure everyone is safe when you are kicking the ball?
- What is the most difficult thing about this activity?
- How can you and your partner help one another to improve your sending skills?

### Safety & organisation

Ensure:

- the surface is clean and free from obstructions
- children work in 'gardens' and understand the rules for collecting balls that go into other 'gardens'

## Can you see the child?

- Following the simple rules of a game
- Sending and receiving an object over a short distance
- Walking to or running and kicking a ball
- Developing performance of simple skills with a partner

sometimes

most of the time

### Encourage the child to:

- practise each aspect before playing the game
  - refer to the Technical Skills Cards
- discuss the rules they want to follow
- work in a 'garden' by themselves initially

### Encourage the child to:

- develop and follow more complex rules
- aim at more difficult targets
- send and receive over longer distances for longer periods of time, using a variety of sending and receiving techniques
- try to beat their partner's score

### Rich opportunities

- PSD, WB&CD: Social development – develop an understanding of what is fair and unfair and be willing to compromise
- MD: Number – calculate in a variety of ways