

As they become more skilful

Creature Chaos

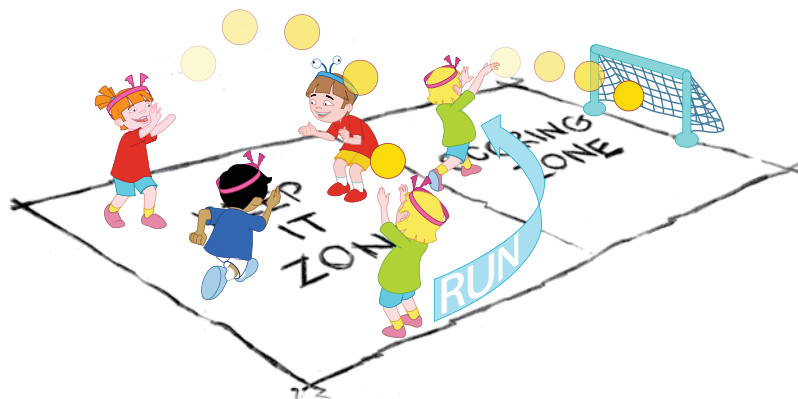
Let's 'Play to Learn'

Encourage the children to:

- Wear 'attacker' and 'defender' bibs
- Send and receive as a group of three 'attackers' in the 'keep it zone'. The other child to play the role of 'defender' – 3v1. The 'attackers' take the ball into the 'scoring zone' and aim at goal. Change defender after 3 attempts. All children have a turn at defending. Children in each garden decide their own rules, e.g. can attackers move with the ball? Can the defender tackle? When do attackers move into the 'scoring zone'? What can the defender do in the 'scoring zone'? Etc.
- Get free as 'attackers' by looking for and moving into space, trying to keep the defenders out of their 'bubbles'
- Mark attackers when they are defenders, closing down the space available to the attackers by getting into their 'bubbles'
- Explore different ways of sending, receiving and travelling with a ball/object e.g. dribbling, pushing, kicking, etc.
- Replace scoring in a target with completing a skill, e.g. bouncing the ball with one hand and catching the ball with two hands on a line, or in a certain area
- Record their attempts using a simple scoring system

Key words

- control, coordination
- send, receive, keep, travel with, possession
- attack, defend, attacker, defender, tackle, dodge, spatial awareness
- target, hit, miss, goal, score, points, aim, accuracy



Resources

- Throw-down markers/chalk markings
- Bean bags/soft toys
- Variety of balls, including 'Fit' balls
- Variety of bats/sticks
- Quoits
- Balloons
- Hoops
- Small targets/goals, small boxes, wickets, skittles, etc.
- 'Alien' bibs – attackers one colour, defenders another colour
- 'Garden' divided into two halves – 'keep it zone' and a 'scoring zone'
- Children in groups of four: 3 attackers and 1 defender

Opportunities to:

- work safely with others when using equipment
- show an increasing awareness of space away from others
- bounce the ball with one hand and catch using two hands
- talk about what they and others have done and make simple suggestions to improve performance

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'

Questions

- What rules have you made up for the defender?
- Are your rules working? Is the game fair? Is the defender able to score points? Did everyone help to score a goal?
- How do you feel as the defender?
- What safety rules have you made up?
- Who was the best defender? What did they do to make them so successful?
- How can the attackers/defenders score more points?

Can you see the child?

- Working safely with others when using equipment
- Showing an increasing awareness of space away from others
- Bouncing the ball with one hand and catching using two hands
- Talking about what they and others have done and make simple suggestions to improve performance

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
- practise sending, receiving and scoring without a defender
- play with more attackers
- work in a large 'garden' initially

Encourage the child to:

- develop and follow more complex rules
- play in a smaller 'garden'
- play 2v1
- play the role of coach and make suggestions for improvement
- play the role of referee and make sure everyone plays by the rules
- play the role of scorer - keeping scores, recording and calculating results

Rich opportunities

- PSD, WB&CD: Social development – take responsibility for their own actions
- LLC: Oracy – adopt a role, using key words appropriate to the role
- MD: create playing area – using measuring equipment and knowledge of 2D shapes, etc.