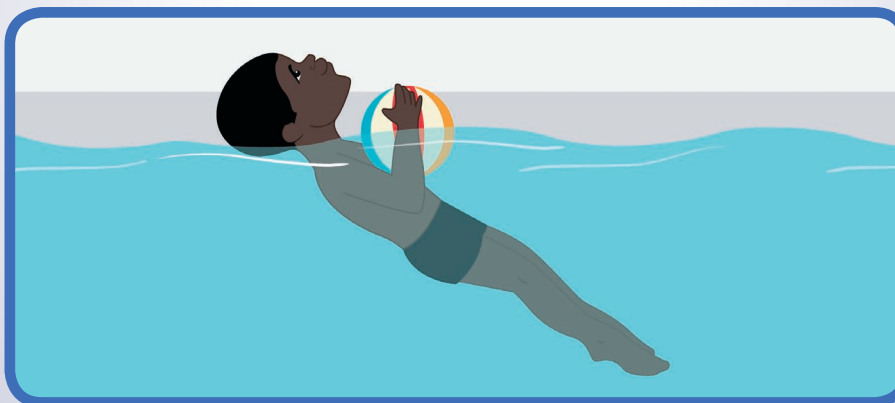


As they progress

Aqua Adventurers

Let's Play to Learn

- **Simon Says:** Perform activities such as stride, walk, run, little jumps, hops and turns
- **Hokey Cokey:** Different types of group movement with emphasis on body parts
- **Sea Creatures:** Imagine and copy activities such as jump like a frog, paddle like a duck, be a wiggly worm underwater and try a salmon leap
- **Safari Hunts:** A 'thematic' activity. Float as if asleep, get up, wash, dress, have breakfast, travel to a destination, act out like an animal and finish with a safari hunt through hoops
- **Sailing Ships:** A survival activity. Direct the pupils to move to the bow, stern, port and starboard. Climb out of the pool, sit at the edge and enter feet first. Float on the back and cuddle a ball. (HELP position) Try the HUDDLE around a tyre with a group of children. Lie on a large mat that floats and fall overboard. Try to climb back onto the mat and signal that you require help.



Key Words

Copy, stride, walk, run, jump, hop, turn, blow, sink, right, left, arm, leg, whole, toys, sinkers, woggle, astride, frog, animal, noises, worm, fish, float, travel, climb out, slide in, HELP, cuddle, ball, lifebelt, tyre, HUDDLE, tread water

Opportunities to

- Play games to give confidence
- Learn about water safety

Resources

Floating toys, woggles, sinkers, large hoops, mats, balls, tyre

Questions

- How many different ways can you travel?
- Where can you find treasure?
- What animal noises can you make?
- Why do we use the HELP position?

Safety & Organisation

- Provide armbands as required
- Use shoulder depth water for falls into the water from mats
- Close supervision when falling from mats
- Remove goggles for survival activities
- Follow established routines for entries and exits

0.9m



1.2m



Can you see the child?

- Play confidently in a variety of games
- Understanding the principles of water safety
- Refer to the 'Balance and Rotation' Technical Skills Card



Encourage the child to:

- Play the games without submersion or with use of support aids

Rich opportunities

- Personal and Social Development, Well-Being & Cultural Diversity
- Personal – create and play their own games
- Personal Development – become independent thinkers and learners
- Personal Development – take risks and become confident explorers

Encourage the child to:

- Participate in the games
- Be comfortable above and below the water without support aids
- For further ideas refer to the 'Play to Learn' resource cards that incorporate the Splash Icon, Dragon Sport cards and Creative Movement in the Foundation Phase CD ROM