

Lesson 5: Cannon 4 Corners

Strand(s): Gymnastics	Strand Units Understanding and appreciation of gymnastics Movement
Athletics	Running Jumping
Games	Understanding and appreciation of games Sending, receiving and travelling

Curriculum Objectives: Indicate relevant class level(s) below

JI/SI

Cone Laps

- Running
- -- practise the standing start
- -- walk or jog in a non-competitive setting for periods extending from 30 seconds to 90 seconds

Jumping

-- experiment with various ways of jumping

Cannonball Throws Understanding and appreciation of gymnastics

-- talk about movement and ask and answer questions about it

Movement

-- develop good body tension and posture through gymnastic positions and movements

1st/2nd

Cone Laps Jumping

-- explore the various ways of jumping

Running

- -- practise the standing start
- -- walk or jog in a noncompetitive setting for periods extending from 30 seconds to two minutes

Cannonball Throws Understanding and appreciation of gymnastics

-- observe and describe movement and ask and answer questions about it

Movement

-- develop good body tension and posture through gymnastic positions and movements

Four Corners Passing

• 3rd/4th

Cone Laps Running

- -- practise the standing start
- walk, jog or run in a non-competitive setting for periods extending from 30 seconds to 3 minutes

Jumping

-- explore skipping activities individually and as part of a group, with or without a rope

Cannonball Throws Understanding and appreciation of gymnastics

-- observe and describe movement and ask and answer questions about it

Movement

-- develop good body tension and posture through gymnastic positions and movements

Four Corners Passing Understanding and

• 5th/6th

Cone Laps Jumping

- -- explore the various ways of jumping, to include taking off from one foot and landing on two feet
- -- explore skipping activities individually and as part of a group, with or without a rope

Running

- -- practise the standing start
- -- jog or run in a noncompetitive setting for periods extending from 30 seconds to 5 minutes

Cannonball Throws Understanding and appreciation of gymnastics

- -- observe, describe and ask and answer questions about movement
- Movement
- -- improve quality in body performance, notably in

Four Corners	Understanding and	appreciation of games
Passing	appreciation of games	develop an increased
Understanding and	develop an	understanding of use of
appreciation of	understanding of the	space
games	use of space	discuss and improve
talk about and	discuss and develop	control in movement skills
develop movement	control in movement	relevant to games
skills relevant to	skills relevant to games	- Sending, receiving and
games	Sending, receiving and	travelling
Sending, receiving	travelling	develop and practise a
and travelling	develop and practise	range of ball-handling
develop and	ball-handling skills	skills
practise a range of	practise skills	practise skills
ball-handling skills	previously experienced	previously experienced

extension, body tension and clarity of body shape

Four Corners Passing **Understanding and** appreciation of games

-- develop an understanding of the use of space in mini-games -- discuss and improve control in movement skills relevant to games Sending, receiving and

travelling

-- develop further and extend ball-handling skills -- practise skills previously experienced

Content/ Activities:

Warmup:

Cone Laps: Cones are set up in a circle, students run laps for the duration of 1 minute, then rest. Repeat with 30 second bursts of hopping, superhero jumps, bear crawls, frog jumps etc

Exercise:

Cannonball Throws

- Children use soft balls to mimic the kettlebell swing, releasing the ball at the top of the movement (Cannonball throws)
- Children throw balls in the above way to each other in pairs, using the correct movement and maintaining correct posture
- Variations: Reverse throws, backward twists

Game:

Four Corners Passing

Methodologies:

- 4 children per group, 1 child in each corner of the given section, 1 ball per group
- To begin: Children pass from one to another in one direction
- After 1 minute: Children step back to increase throwing distance
- After another minute: Children pass and run in the opposite direction until they return to their place, while the game continues.
- Different sized/types of balls can be used
- Add functional movement, complete 5 squats every time someone drops the ball, complete 6 lunges every 90 secs etc.

Assessment:

Use of ICT		Teacher Observation		
Cooperative games/Collaborative		Peer/ Self Assessment		
Learning		Questioning		
Active Learning		Talk and Discussion		
Exploration of Movement				
Differentiation:	Integration:		Resources:	
By task	S.P.H.E: Turn taking, Listening, Following		FitCrew, Soft Balls	
By support and explanation	instruction, working with others, communication		ICT, Speaker/Music	
By pace	Literacy/ Gaeil	ge	Cones	