

## Lesson 5: Outdoor Crocodile River

Strand(s): Athletics		Strand Units Running Jumping Understanding and appreciation of games				
		Creating and playing games				
Outdoor and Adventure Activities		Understanding and appreciation of outdoor and adventure activities				
Curriculum Objectives: Indicate relevant class level(s) below						
• JI/SI Understanding and appreciation of outdoor and adventure activities begin to develop an appreciation of and respect for the environment Bean Game Creating and playing games play simple playground games Jumping	<ul> <li>1st/2nd</li> <li>Understanding and appreciation of outdoor and adventure activities         <ul> <li> develop an appreciation of and respect for the environment explored</li> </ul> </li> <li>Bean Game Jumping         <ul> <li> explore the various ways of jumping</li> <li>Creating and playing games             <ul> <li> play playground games</li> <li> play playground games</li> </ul> </li> </ul> </li> </ul>	<ul> <li>3rd/4th</li> <li>Understanding and appreciation of outdoor and adventure activities</li> <li> plan, observe, describe and discuss activities outdoors</li> <li>Bean Game Creating and playing games</li> <li> play playground games</li> <li>Jumping</li> <li> explore the various ways of jumping, to include taking off from one foot or two feet and landing on two feet</li> </ul>	<ul> <li>5th/6th</li> <li>Understanding and appreciation of outdoor and adventure activities</li> <li> plan, observe, describe and discuss activities outdoors</li> <li>Bean Game Jumping</li> <li> explore the various ways of jumping, to include taking off from one foot and landing on two feet</li> <li>Creating and playing games</li> <li> play playground games</li> <li>Crocodile River Understanding and</li> </ul>			
experiment with various ways of jumping Crocodile River Creating and playing games play simple playground games Running walk or jog in a non-competitive	Crocodile River Understanding and appreciation of games develop an understanding of the use of space Creating and playing games play playground games	Crocodile River Understanding and appreciation of games develop an increased understanding of use of space Creating and playing games play playground games Running walk, jog or run in a	appreciation of games develop an understanding of the tactics and strategies for use in mini-games develop an understanding of the use of space in mini- games Creating and playing games play playground games Running jog or run in a non-			

setting for periods extending from 30 seconds to 90 seconds	Running walk or jog in a no competitive setting fo periods extending from 30 seconds to two minutes	n- periods extern r seconds to 3	itive setting for ending from 30 3 minutes	competitive setting for periods extending from 30 seconds to 5 minutes			
<ul> <li><u>Content/ Activities:</u> <u>Warmup:</u> Bean Game <ul> <li>Children move freely around the room and complete various movements when teacher asks-Duration: 3-4 Minutes total</li> <li>Movements include: Runner bean, string bean, French bean, jumping bean, baked bean, jelly bean</li> </ul> </li> <li><u>Game:</u> Crocodile River <ul> <li>Hoops spread around playing area</li> <li>Each child gets a bib to keep in their pocket</li> <li>There are 2 Crocodiles (chasers) who wear their bibs</li> <li>All players run around, chasers must catch the other players. Anyone caught, also puts on a bib and becomes a chaser.</li> <li>Hoops are safe spaces, players cannot be caught here</li> <li>If teacher calls 'River', noone is allowed in the hoops for 30 seconds</li> <li>Movements can be varied e.g. hopping, jumping etc</li> </ul> </li> </ul>							
Methodologies: Use of ICT Cooperative game Problem Solving Active Learning Learning Through Exploration of Mo Collaborative Lear	Teacher C Peer/ Self Questioni	Assessment: Teacher Observation Peer/ Self Assessment Questioning Talk and Discussion					
By support and explanation Listening instruction		I.E: Turn taking ning, Following ction, working s, communicati	g, Fit g IC with Ho	oops			