

## Lesson 11: 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

<b>Four Corners</b>	Understanding and	appreciation of games	extension, body tension
Passing	appreciation of games	develop an increased	and clarity of body shape
<b>Understanding and</b>	develop an	understanding of use of	
appreciation of	understanding of the	space	Four Corners Passing
games	use of space	discuss and improve	Understanding and
talk about and	discuss and develop	control in movement skills	appreciation of games
develop movement	control in movement	relevant to games	develop an
skills relevant to	skills relevant to games	- Sending, receiving and	understanding of the use of
games	Sending, receiving and	travelling	space in mini-games
Sending, receiving	travelling	develop and practise a	discuss and improve
and travelling	develop and practise	range of ball-handling	control in movement skills
develop and	ball-handling skills	skills	relevant to games
practise a range of	practise skills	practise skills	Sending, receiving and
ball-handling skills	previously experienced	previously experienced	travelling
			develop further and
			extend ball-handling skills
			practise skills

## **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

previously experienced

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