

Lesson 12: 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 Object	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	 1st/2nd Cone Laps Jumping explore the various ways of jumping Running practise the standing start walk or jog in a non-competitive 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 	 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 	 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 non-competitive setting for periods extending from 30 seconds to 5 minutes Cannonball Throws Understanding and appreciation of gymnastics observe, describe and ask and answer questions 			
positions and movements	movements Four Corners Passing	Four Corners Passing Understanding and	- Movement improve quality in body performance, notably in			

Four Corners Passing Understanding and	Understanding and appreciation of games develop an	appreciation of games develop an increased understanding of use of	extension, body tension and clarity of body shape
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
			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

- 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.

Methodologies:		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:

Differentiation:	Integration:	Resources:
		FitCrew, Soft Balls
By support and explanation	instruction, working with others, communication	ICT, Speaker/Music
By pace	Literacy/ Gaeilge	Cones