

Lesson 17: Ball Tag - Outdoor

Strand	(\mathbf{S})):

Athletics

Games

Outdoor and Adventure Activities

Strand Units

Jumping

Understanding and Appreciation of Games Creating and Playing Games

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

Ball Tag Understanding and appreciation of games

-- apply simple rules to games **Creating and playing games**

-- play simple playground games

Jumping

-- experiment with various ways of jumping (running, hopping etc)

1st /2nd

Understanding and appreciation of outdoor and adventure activities

- -- discuss the safety aspects of activities undertaken
- -- develop an appreciation of and respect for the environment explored

Ball Tag Understanding and appreciation of games

- -- develop an understanding of the use of space
- -- discuss and develop control in movement skills relevant to games

Creating and playing games

- -- play playground games

 Jumping
- -- explore the various ways of jumping, to include taking off from one foot and landing on two feet

• 3rd/4th

Understanding and appreciation of outdoor and adventure activities

-- plan, observe, describe and discuss activities outdoors

Ball Tag Understanding and appreciation of games

-- discuss and improve control in movement skills relevant to games -- develop an increased understanding of use of

Creating and playing games

-- play playground games

Jumping

space

-- explore the various ways of jumping, to include taking off from one foot or two feet and landing on two feet

• 5th/6th

Understanding and appreciation of outdoor and adventure activities

- -- develop positive attitudes towards caring for the environment
- -- discuss the safety aspects of activities undertaken
- -- plan, observe, describe and discuss activities outdoors

Ball Tag 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

Creating and playing games -- play playground games

Jumping

-- explore the various ways of jumping, to include taking off from one foot and landing on two feet (running, hopping etc)

Content/ Activities:

Game:

Ball Tag: 1 or two children are chosen (depending on group size). They are given a ball and must tag other members of the group who are trying to run away. If a member of the group is caught, they step outside the circle and complete a given number of air squats. Vary movements for each round e.g. Hopping, Bear Crawl, Superhero Jumps.

Warm Down

Methodologies:

Use of ICT Cooperative games Active Learning Learning Through Play Exploration of Movement

Assessment:

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 ICT Balls x2