



YEAR 5/6

OAA

Lesson 3

Learning Objective

- To develop co-operation and teamwork skills.
- To develop creating ideas and problem solving.

Success Criteria

Year 5

- I can use critical thinking to approach a task
- I can work effectively with a partner and a small group, sharing ideas and agreeing on a team strategy

Year 6

- I can pool ideas within a group, selecting and applying the best method to solve a problem
- I can use critical thinking to form ideas
- I can work effectively with a partner and a group

Handy Hints

Explore different ideas before deciding on the best solution.

Equipment

- Beanbags x 4
- Hoops x 10
- Long skipping ropes x 10

10 Mins

Warm Up and Introduction

Team tag:

Select four pupils to be the catchers and give them a beanbag each so that they can be identified. They must try and catch other pupils. If a pupil is caught, they must sit on the floor with two hands in the air. They can only re-join the game when two other pupils take one hand each and help them to stand up.

Encourage the pupils to communicate with others to help save those sitting down.

Make this harder for the catchers by playing in a larger area.

Make this harder for the runners by specifying that they cannot talk, how else are they going to communicate?

After a few minutes change the catchers.

45 Mins

Skill Development

Count me in:

Place ten hoops around the teaching space.

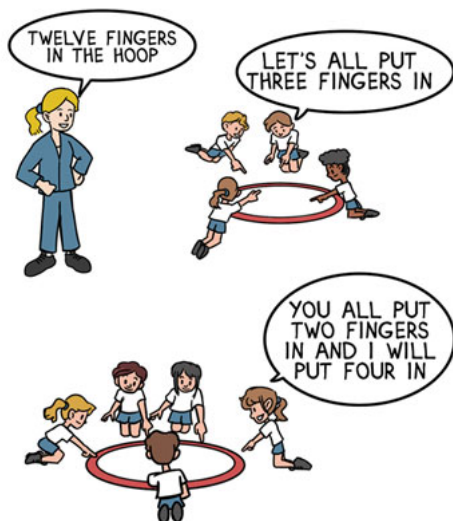
- A All pupils run around the teaching area avoiding the hoops. When a number is called pupils must quickly get to a hoop and place the correct number of body parts in the hoop to add up to the given amount.

Work quickly to agree on a number.

Listen and cooperate with the groups plan.

Make this harder by specifying certain body parts that must be used in the hoop.

- B Play the game again, each time reducing the number of hoops laid out. If anyone is incorrect, or last to complete the challenge they must run around the outside of the teaching area and quickly re enter the game before the next number is called.



Knots:

In groups of three. Each team are given a skipping rope. The aim of the challenge is to tie as many knots in the rope as they can in a set time.

Rules

- All team members must pick up the rope.
- Once they have touched the rope, they cannot let go, as if their hands are glued to the rope.

Make this harder by giving teams a shorter skipping rope.

Make this easier by letting pupils work in pairs.

Once groups have completed the above challenge, swap the knotted ropes with another team. Challenge the pupils to see which team can untie all the knots in the rope first. Again, once pupils have touched the rope, they cannot let go.

Give the pupils time to plan how they are going to approach the challenge.

Ensure all team members are involved. Communicate throughout as you come across new challenges.

Lets hoop:

Change the groups so that the pupils can work with different people.

In groups of four with one hoop. The aim of the challenge is to get all of the team inside the hoop with the least amount of body parts touching the floor. Teams have a set amount of time to practise before their best idea is tested.

Rules:

- No part of any person may touch the ground outside the circle.
- The group must be able to hold the balance for at least 5 seconds.

Encourage the pupils to listen to each other and give different ideas a go before agreeing on the team plan.

Make this harder by using a smaller hoop or making the groups bigger.

5 Mins

Plenary

Ask the pupils to talk to the person next to them and tell each other someone that made a valuable contribution in their team.

What did they find hard?

Can they give each other one example of how they developed a teamwork skill?