



YEAR 5/6

OAA

Lesson 2

Learning Objective

To work as a team to solve problems.

To suggest ideas and listen to others.

Success Criteria

Year 5

- I can reflect on when and how I was successful at solving challenges, and alter my methods in order to improve
- I can work effectively with a partner and a small group, sharing ideas and agreeing on a team strategy

Year 6

- I can work effectively with a partner and a group
- I can pool ideas within a group, selecting and applying the best method to solve a problem
- I can reflect on when and how I successful at solving challenges, and alter my methods in order to improve

Handy Hints

Share ideas amongst your team.

Reflect on what your team did well and what you need to do to improve.

Equipment

- Beanbags x 10
- Cones x 10
- Hoops x 14
- Playground ball x 10
- Quoits x 10
- Relay batons x 7
- Skipping ropes x 10

10 Mins

Warm Up and Introduction

What is a team?

Discuss what the word 'team' means. Can they think of any successful teams and what makes them successful? Write some key words up on a board or piece of paper.

Teacher note: pull out the key points that teams work together, they share ideas and communicate with one another. They may also highlight that strong teams have good leadership.

Circle release:

Select four catchers who are given beanbags. On the teacher's command, the catchers must touch as many pupils as they can. When a pupil is touched, they must complete straight jumps on the spot and wait to be released. Pupils can be released by two free players who hold hands and encircle the captured pupil.

After a few minutes change the catchers.

Encourage the free pupils to work together and release caught players.

Make this easier for the catchers by playing in a smaller playing area.

45 Mins

Skill Development

Row the boat race:

A In groups of four. Pupils sit behind each other at start line. Each pupil holds the ankles of the pupil behind them and cannot let go. On the teacher's command, pupils use their legs to pull their body along, like a rowing action. The first team over finish line wins.

Give the pupils time to discuss a tactic.

B As a team, discuss what they did well and how they could improve. Repeat the game.

Encourage the pupils to move front person then back person to build a rhythm.

Make this harder by asking team to turn around at the end and come back or to travel backwards once they have reached the finish line.



Pass the parcel:

In groups of four. The aim of the game is for pupils to work together to pass objects along their line, and be the first team to successfully move all objects from one end to the other.

- Each team forms a line and lies down on their backs, head to toe.
- One hoop is placed at the end of the line, by the last person's feet. This hoop contains eight objects which could include beanbags, quoits, balls, cones

- One hoop is placed at the head of the last person in line. This hoop is the collection hoop.
- On the teacher's command, the first pupil collects an item using their hands then they transfer it to their feet. They then begin to pass their objects from one hoop to the other by only using their feet.

Rules:

- Pupils must lie down on their backs.
- They can only pass the objects with feet.
Make this easier by allowing the pupils to move the objects from feet to hands, to feet to hands etc.
- Only one item can be transferred at a time.

Encourage the pupils to communicate with each other when they are ready to pass the object.

Ask the teams to discuss successful strategies and repeat the game again



Hang it up:

In groups of four. Pupils select one person to be the coat stand. They stand at the other end of the playing area about 20m away. The rest of the group line up one behind the other on a start line. Place all of the equipment half way between the start line and the coat stands. Equipment could include cones, balls, hoops, skipping ropes, beanbags, quoits etc.

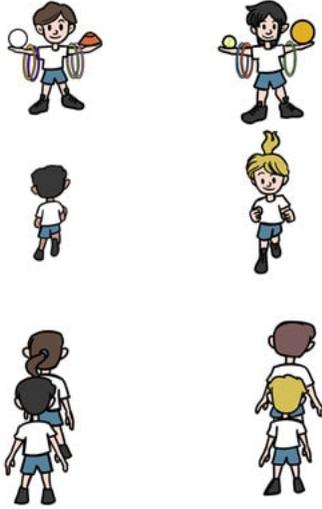
A On the teacher's command, one pupil from each team runs to the middle, selects one piece of equipment and runs to their coat stand to hang it up. If an object falls off, they cannot put it back on. Play until all of the equipment has been used. The winning team is the team with the most equipment on their coat stand at the end.

Encourage the pupils to plan what item they are going to use before it is their turn.

What items do they think their coat stand has space for?

B In their teams, pupils discuss what they did well. Ask the pupil who was the coat hanger to tell the rest of their team where easy places to hold the equipment were and where it was hard. Play the game again with a new pupil as the coat hanger.

Make this harder by specifying certain areas that cannot hold certain equipment e.g. hoops cannot be held on arms, balls cannot be held on hands.



5 Mins

Plenary

Ask the pupils to think of someone who:

- Helped and supported them.
- Listened to others.
- Suggested good ideas.

Ask some pupils to share their thoughts and to explain their choice.