

As they develop

Pebble Plop

Let's 'Play to Learn'

- Children explore throwing different objects into different containers
- Children place a throw-down marker one pace away from the container and throw object into the container. Children decide how many successful throws have to be achieved before they can move back another pace and so on
- Encourage children to take turns and record their achievements



Resources

- Beach buckets, different sized containers, water
- A variety of small objects to throw, throw-down markers

Questions

- Which is easier: to get an object into a bucket that is close or into one that is further away?
- Why is it more difficult to get an object into a smaller bucket?
- What difference is there between the sound an object makes as it plops into a small bucket or a large bucket/ a plastic bucket or a metal bucket?
- What difference does the size of the object make to the sound made by the object as it plops into the water?

Key words

- control, coordination, balance
- aim, accurate
- step forwards with the opposite foot
- take turns, fair, unfair

Opportunities to:

- control large body movements
- send objects over short distances
- recognise and use different pieces of equipment

Safety & organisation

Ensure:

- the surface is clean and free from obstructions
- any spill water is mopped up immediately if indoors
- children do not throw objects inappropriately

Place a range of equipment in each 'garden'

Can you see the child?

- Achieving increasing control over large body movements
- Sending objects successfully over short distances
- Recognising and using different pieces of equipment

most of the time

sometimes

Encourage the child to:

- throw at a large target
- concentrate on the target
- discuss which objects might be easiest to throw
- practise skills using the Technical Skills Cards

Encourage the child to:

- throw a variety of objects
- throw at increasingly more difficult targets
- throw from a further distance
- aim at targets on the wall or at a higher level
- discuss how the target can be made more difficult

Rich opportunities

- PSD, WB&CD: Social – understand that rules are essential in an ordered community, take turns, fair and unfair
- CD: Music – explore sound sources and experiment with different ways of making and organising sounds