

As they become more skilful

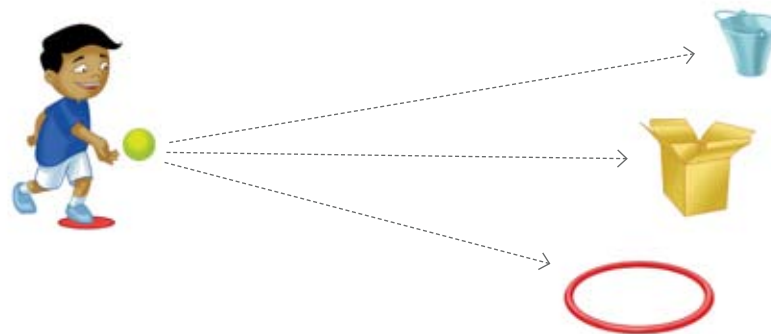
Pebble Plop

Resources

- Different sized containers/ targets, water
- A variety of small objects to throw, throw-down markers

Questions

- Why did you decide to put this target closest to the throw marker?
- Why is this object worth more points?
- Describe how you kept the score
- How did you decide who threw first?
- Which rules do you think worked well and why?
- Is there anything you want to change about your game and, if so, why?
- How can you improve your score next time?



Let's 'Play to Learn'

- Practise throwing objects at different sized targets placed at various distances
- Children make up their own simple rules for an aiming/throwing at targets game
- Play their game

Key words

- control, coordination, balance
- aim, accurate, target
- rules, take turns, fair, unfair

Opportunities to:

- plan with support a game with simple rules
- follow simple rules
- make decisions by weighing up the pros and cons
- begin to suggest how the game could be improved

Safety & organisation

Ensure:

- the surface is clean and free from obstructions
- children do not throw objects inappropriately

Place a range of equipment in each 'garden'

Can you see the child?

- Planning simple rules with support
- Following simple rules
- Making decisions by weighing up the pros and cons
- Beginning to suggest how the game could be improved

most of the time

sometimes

- Discuss with the child rules they know from other games. How can they apply/adapt any of these rules to their game?
- Question the child about the rules as they are taking part
- Help the child weigh up the pros and cons of each object, target, etc. and help them make a decision by giving them options/choices
- Give the child 'what if' scenarios to help them identify aspects to improve
- Practise skills using the Technical Skills Cards

Encourage the child to:

- plan a rule without support
- identify a range of improvements, or improvements to a specific aspect of the game

Discuss more complex rules for the child to follow

Challenge their decision-making by helping them set more complex 'what if' scenarios

Rich opportunities

- PSD, WB&CD: Social – understand that rules are essential in an ordered community, take turns, fair and unfair
- Thinking: Plan, develop, reflect
- LLC: Oracy – communicating and interacting with peers
- KUofW: Solving problems by asking questions and making decisions