

As they progress

Myths and Legends

Let's 'Play to Learn'

Encourage the children to:

- Imagine they are trapped in a castle and they are trying to escape from something in the dungeon. They take the 'key' to the castle door while 'it' is sleeping, just as they are creeping away, 'it' wakes up and chases after them
- Start one behind the other, child in the front is the 'dodger', child behind is the 'chaser'. Chaser tries to take the 'key' back
- Play both roles – 'dodger' and 'chaser'
- Dodger must try to keep chaser out of their 'bubble'
- Chaser must try to get into dodger's 'bubble'



Key words

- control, coordination
- walk, run, crawl, crawling soldiers, jumping and landing
- changes in direction: forwards, backwards, sideways
- dodge, chase, avoid, lose,
- in a bubble, out of a bubble, spatial awareness
- pathway, quick, fast, sudden, sharp

Opportunities to:

- develop increasing control and coordination
- show an increasing awareness of space
- recognise how their breathing changes when they exercise and how they look and feel

Resources

- Throw-down markers/chalk markings
- Skipping ropes
- Hoops, tunnels
- Parachutes
- Key: ribbons/bibs/scarves/tail
- 'Shrek'/Robin Hood/Power Rangers movie clips
- Large 'garden'

Questions

- How did you move to avoid being caught?
- Did you have to take the key back?
- Which directions did you use?
- Which role did you like best – 'chaser' or 'dodger'?
- What happens as you get tired?
- How did your adventure end?

Safety & organisation

Ensure:

- the surface is clean and free from obstructions
- only one pair working in each large garden being aware of one another's 'bubbles'

Can you see the child?

- Developing increasing control and coordination
- Showing an increasing awareness of space
- Recognising how their breathing changes when they exercise and how they look and feel

sometimes

most of the time

Encourage the child to:

- walk slowly
- practise running
- start close to the 'dodger' when they are the 'chaser'
- start far away from the 'chaser' when they are the 'dodger'
- discuss which route they will take before they start
- play the game over shorter distances

Encourage the child to:

- give the dodger a head start when they are the chaser
- start close to the chaser when they are the dodger
- complete a slalom course as part of the escape route
- play the game for longer periods of time

Rich opportunities

- CD: design and make simple models
- KUofW: People and places – begin to recognise differences in their own locality and localities in other parts of Wales