

As they progress

# Pebble Plop

## Resources

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



## Let's 'Play to Learn'

- Explore throwing various objects at or into various sized targets a set distance away
- Practise and record what each piece of equipment does on landing
- Decide which object is the best one to throw at or into each target

## Questions

- Which object do you find the easiest to throw and why?
- Which target is the hardest to get the ball into and why?
- Which objects roll when they land?

## Key words

- control, coordination, balance
- aim, accurate, target, large, small, at, into
- bounce, roll, slide, stop
- step forwards with the opposite foot
- take turns, fair, unfair

## Opportunities to:

- recognise the properties of different pieces of equipment
- practise to improve

## Safety & organisation

### Ensure:

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

Place a range of equipment in each 'garden'

# Can you see the child?

- Recognising the properties of different pieces of equipment
  - Following simple rules
  - Practising to improve

most of the time

sometimes

## Encourage the child to:

- explore the object's properties without throwing at the target
- concentrate on the middle of the target
- stand as close as they need to the target in order to experience success
- practise skills using the Technical Skills Cards

## Encourage the child to:

- choose difficult objects to throw and difficult targets to throw at
- sort the objects and targets into categories and make a scoring system that reflects these categories
- throw from a further distance
- throw in a variety of ways, e.g. from a different level or by facing a different direction, etc.
- aim at difficult targets on the wall or on a higher level

## Rich opportunities

- PSD, WB&CD: Social – understand that rules are essential in an ordered community, take turns, fair and unfair
- MD: Handling data – sort and classify sets of objects using one or more criteria