| Introduction | Main Activities | Plenary |
| :---: | :---: | :---: |
| LO: To Plan, use and adapt strategies, tactics and compositional ideas for individual, pair, small group and small-team activities <br> Warm up <br> Chn to play 'Amazon' <br> Chn travel around the hall finding spaces and avoiding mats. <br> Teacher shouts: <br> Amazon - Chn rush onto/off a mat <br> Grubs up - Chn to find follow their partner onto a mat <br> Hunter is coming - Chn to curl into a ball on a mat | Skills development <br> Floorwork- 20 mins <br> Organise the children into small groups and give each group a different shape, for example, group 1-thin, group 2-small, group 3-round, group 4-wide, etc. Children to see how many different shapes they can make in two minutes with the style you have given them. <br> $\square \quad$ Rotate groups with different shapes to try. Children to perform. <br> $\square$ Individually, children to put together a sequence of three or four shapes that they like. Children to perform their sequences. Other children to peer assess. <br> Extension-10-15mins <br> In pairs, children to create a sequence of three or four different shapes. Children to explore mirroring, contrasting shapes and moving in unison and canon. <br> $\square \quad$ Children to perform their sequences. Other children to peer assess. | Cool down <br> Slow Mo 'Amazon' Chn to play game and gradually decrease pace as Mr Chapman uses his remote control watch! |
| LO: To Plan, use and adapt strategies, tactics and compositional ideas for individual, pair, small group and small-team activities <br> Warm up <br> Chn to play 'Amazon' <br> Chn travel around the hall finding spaces and | Warm up - 5-10 mins <br> Invite children to choose warm up activity from list displayed on PE notice board. Repeat game. <br> Floorwork- 25 mins <br> In small groups; give each group the number of body parts you would like them to explore balancing on. Children to use their imagination and try balancing not just on hands and feet, but also on their knees, bottom, elbows etc. | Slow Mo 'Amazon' Chn to play game and gradually decrease pace as Mr Chapman uses his remote control watch! |

avoiding mats.
Teacher shouts:

Amazon - Chn rush onto/off a mat
Grubs up - Chn to find follow their partner onto a mat
Hunter is coming - Chn to curl into a ball on a mat

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## Warm up

'Number game' Mr Chapman shouts a number (e.g 2)... chn to get into 2's on mats.

Repeat with trickier numbers until ending with number of chn present eg 20.
$\square$ Remind them of the warm-up when they created different balances on your command. In small groups, give the children a couple of minutes to see how many different balances they can make with the different number of body parts you have given them.

## Extension- 10-15 mins

Individually, children to create a short sequence that includes two different shapes (see lesson 1) and two varying balances.
$\square$ In pairs, children to combine their sequences. Children to explore linking the movements together. Can they travel on a different level?
Children to perform their sequences. Other children to peer assess.

## Floorwork

Discuss methods of travelling used. Children to demonstrate.
$\square$ In groups of four, children to take turns travelling across the mat, finding different ways in which to do so. Ask them to find three different ways of travelling at low, medium and high levels.
$\square \quad$ Children to perform their work. Other children to peer assess
$\square \quad$ Children to combine three different ways of travelling with thee different shapes or balances. Children to use different methods of travel between each corner of the mat. At each corner of the mat they should perform a shape or balance before using their next method of travel.
$\square \quad$ Children to perform their sequences. Other children to peer assess.

## Extension- 10-20mins

$\square \quad$ Children to create a short sequence on their own, taking it in turns to practise on the mat. It should include two different shapes, two balances and two methods of travel.
$\square$ In pairs, children to combine their sequences so that they start and finish together. Encourage them to combine contrasting elements, for example, moving from a high shape to a low method of travel.

## Cool Down

Number game' Mr Chapman shouts a number (e. 9 2)... chn to get into 2's on mats.

Repeat with trickier numbers until ending with number of chn present eg 20.

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## Warm up

Play new version of 'Amazon'. In pairs, children to decide who is going to be the crocodile and who is going to be the alligator. Explain that you would like them to travel around the room in any method they choose (e.g. skipping, jogging, side stepping, hopping). When you call 'Amazon' the crocodiles must jump onto the mats and perform a balance for a count of five. When you call 'Grub's up!', the alligators must jump onto the mats and perform a balance for a count of five. Variation: when you call 'hunter's coming', the children must curl up into a tight ball, as if they were hiding; when you call 'hunter's gone', all the children jump as high as they can and start travelling around the room again.

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## Warm up

My TV remote has been playing up again! I've had to put some brand new buttons in to help me!

Chn stay within the marked area.
Stop $=$ Stop

## Skills Development

## Apparatus work- 25 min

Ask children to get out benches and tables.
$\square$ Organise children into small groups and give and area to work in, either with mats, benches, tables and wall bars. Children to explore creating shapes and balancing on the different pieces of apparatus.

- Give each group a number and ask children to find how many different balances they can make on this number of body parts.
$\square$ Rotate the groups giving equal opportunity to experience different apparatus. Children to explore combinations of floor, mats and apparatus to find different ways of using shapes and balances on different levels.
$\square$ Children to perform their work. Other children to peer assess.


## Apparatus- 25 mins

In pairs, children to find three low ways, three medium ways and three high ways of travelling across the apparatus. Rotate groups frequently. Invite performers for class to evaluate. Emphasise quality movement.
$\square$ Challenge children to choreograph a sequence that combines three different ways of travelling with three different shapes of balances as they go across the mats, bench or table. Children to explore mirroring, contrasting shapes and moving in unison and canon.

## Cool down

Children to walk around room and freeze when told Now curl down low putting hands around ankles and tucking in head between knees. Slowly uncurl so that they stand up straight on balls of feet with arms stretched high. Maintain balance with control.

## Cool down

Chn stay within the marked area.

Slow actions only! Collect equipment button included!

Stop $=$ Stop
Play $=$ Go
Fast Forward = Double Speed
Rewind = Going Backwards
Slow Motion = Half Speed
Volume up - Arms up
Volume down - arms down

| Play $=$ Go |
| :--- | :--- | :--- |
| Fast Forward = Double Speed |
| Rewind = Going Backwards |
| Slow Motion = Half Speed |
| Volume up - Arms up |
| Volume down - arms down |
| Change channel - change direction. |
| Mute Lie on floor |
| Unmute Up to your feet |
| Menu - Stretch body out wide |
| DVD - Spin! |

