



# HARRY

**Character:** Handy Harry

**Adventure 4:** In the Jungle

**Keywords:** Roll, collect, track, control

**Link to ELG:** Observes the effects of activity on their bodies. (30-50 months)

**Length of Session:** 45 minutes

**Resources Needed:** Various throwing equipment; balls, beanbags, quoits and hoops, cones, non-slip spots.

**Lesson Focus/ Learning Objective**

To know the effects of activity on their body and be able to roll and retrieve a ball.

**Success Criteria**

- To bend down low when rolling the ball at a target and then retrieving it.
- To track the ball with their eyes.
- To talk about how they feel when they are exercising.

## In The Classroom

Explain today's adventure whilst the children are getting changed and which character will be taking us on that adventure... Harry. We're going to be observing the animals that live in the jungle and helping them find food. Describe the learning objective and the success criteria then read the narrative for the adventure setting. As children have got changed encourage them to remember the pointers for rolling from the last adventure with Harry. **When we were trying to roll objects what did we have to remember? Hold the ball securely in their palm, have their opposite foot to arm forward, following through towards the target when the ball was released. Bending our knees to roll the ball. Get the children to practise these actions.**

## In The Hall – Warm-Up

**Activity: 'Who's in the jungle?' The children are going to explore what animals they can find in the Jungle.**

Children to travel round the room like jungle animals whose movements will help them warm up and also remember the success criteria of throwing with power. Tiger (stalking forward with one leg and opposite arm). Elephant (using their arm to bend back and then propel forward like an elephant's trunk). Tree frog (bending their knees and then jumping like a frog). Bird (travelling round the room getting their hearts beating faster and also flapping and warming up their arms). **Praise children who are not just doing the movements of the animals but are really thinking about the points of the success criteria they are linked to.**



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## Main Adventure

The jungle is a super fun place and Harry along with all of his friends have been invited to the jungle games! Here there are different activities to try out (*class to be split into half – spending 10-15mins on each*).

**Activity 1: Which elephant can throw the furthest?** Get the children to throw as far as they can in a safe place (e.g. along a line on the playground or at the side of the hall) and then mark how far they threw with a cone. Get all children to throw and then go and collect and mark at the same time. You can choose to get children to throw with beanbags or quoits. *Can they improve their throw the next time?* **Give feedback and support to the children encouraging them to hold the object securely in their fingers or palm, have the opposite foot to the arm forward, pull their arm back bent at the elbow and throw aiming for a point in the distance, bend knees and use the power from their legs.**

**Activity 2: Jungle Golf.** Set up a course of (5-6 holes) non-slip spots to mark a starting place and then a same coloured hoop a long distance away. Get the children to throw as far as they can towards the target and count how many throws it takes for them to then be able to throw it accurately into the hoop. *Who can use the least number of throws?* **You could differentiate this activity with the equipment used and /or the throwing distances. Also try and ensure, as many children are as active as possible by starting them at different holes so they can compete at the same time. You will have to consider safe distances to do this.**

Pick out children who have been successful with these activities/games to look at their technique. Encourage other children to comment on why they've been successful based on knowledge from the success criteria (model this if you need to). Encourage children to think about their own success with the activities today and think about one of the pointers they think might help them improve. Get them to share this with a partner. Let the children have a final go at one of the activities again and ask them to think how they can improve based on the points that have just been discussed.

## Making The Tasks Easier

- Use a TA to support less able children.

## Making The Tasks Harder

- Use a TA to challenge abler children through questioning or to take them to another area and set up a more challenging course to throw around.
- Get children to try the activities using different equipment.

## Feed Forward Notes for Next Session:

Notes On Individual Children's Needs:		
Names/ Group	Reason	Learning Plan
www.sportxplorers.co.uk		