



HARRY

Character: Handy Harry

Adventure 4: In the Jungle

Keywords: throw, accurate, target

Link to ELG: Shows increasing control over an object in pushing, patting, throwing, catching or kicking it. (40-60+ months)

Length of Session: 45 minutes

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

Lesson Focus/ Learning Objective

- To be able to throw with power.

Success Criteria

- To hold the object securely in their fingers or palm
- To have the opposite foot to the arm forward
- To pull their arm back bent at the elbow and throw aiming for a point in the distance.
- To bend knees and use power from the legs.

In The Classroom

We're off to the Jungle today with Handy Harry. We're going to be finding out about all the animals that live in the Jungle and playing some games with them. 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 throwing from the last adventure with Harry. **When we were trying to throw objects what did we have to remember? Hold the object securely in their fingers or palm, have their opposite foot to the arm forward, following through towards the target when the object was released. Today we are throwing with power to get our items a long distance. We will also be thinking about pulling our arm back and aiming for a point in the distance. Get the children to practise the action of this – without actually throwing any objects.**

In The Hall – Warm-Up

Activity: 'Whose in the Jungle'? Children to travel around 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 around 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.**



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 from a safe place (e.g. along a line on the playground or side of the hall) and then mark how far they threw with a cone. Get all children to throw, then go and collect and mark at the same time. Can they beat 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 power from the 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 them to then be able to throw it accurately into the hoop. Who can use the least number of throws? **You can 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 to have a final go at all throwing with power thinking about this pointer and trying to improve their own throw.

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 |
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