



HARRY

Character: Handy Harry

Adventure 6: Fairy Tales Adventure

Keywords: throw, catch, partner, co-operation.

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: balls, beanbags, grab balls, balloon balls, quoits, non-slip spots.

Lesson Focus/ Learning Objective

- To be able to throw and catch with a partner.

Success Criteria

- To track the ball with their eyes.
- To open their hands in readiness to catch the ball
- Positioning their body.
- Throwing carefully towards a partner's hands.

In The Classroom

In today's adventure; we're going on a fairy tale adventure with Handy Harry. You were so good at throwing and catching on your own last week that this week we are going to be practising our throwing and catching skills with a partner. Describe the learning objective and the success criteria. Read the narrative for the adventure setting. As children are changed give them a beanbag and allow them the chance to throw and catch on their own again to recap on the pointers from last week. **What are the pointers they are going to have to think about when doing this? Not throwing too high, keeping control, tracking the object with their eyes, opening their hands after they've thrown to act as a net. Can they do 5 successful catches in a row?**

In The Hall – Warm-Up

Activity: 'Character Competition'. Put children into groups of 3-4 and give them a fairy tale team name e.g. (Aladdin, Cinderella, Snow-White, Frozen, Tangled, Lion King). The children have to work hard as a team together like the characters in the film would to achieve the task. In their teams of 4 get the children to co-operate together and practise passing a beanbag along their line to the end before the end person running to the front and doing it again until they are back in the order they started. Can the children do this whilst in a line facing forward and passing the beanbag over their heads or under their legs? Can they do the activity with a ball? **Ask the children which is hardest to do? Why do they think that is? How can they work really well together as a team? Talk to them about being aware of the other people in their team, using eye contact and talking to the other team members. They are going to need to be able to work well with others, co-operate and be considerate in order to be able to successfully help Harry with today's adventure.**



Main Adventure

Activity 1: Children to be put with a partner (similar abilities would be good, so you can differentiate the piece of equipment they have and also the distance they are apart). They are going to play a game of catch with their fairy tale friend (they could be Jack and Jill throwing a beanbag, Hansel and Gretel throwing a ball, Simba and Nala throwing a balloon ball or Elsa and Anna throwing a quoit). Give the children some time to practise throwing and catching with each other and thinking about the success criteria to improve their consistency in catching accurately each time. **Tracking the ball with their eyes, opening their hands in readiness to catch the ball, positioning their body in the right place, throwing carefully towards their partner's hands. Can the children self-assess how well they are doing? Adjust the distance they need to be away from each other in order to be accurate? Can they remember the pointers of the success criteria to help them improve? How many times can they throw and catch with their partner?**

Activity 2: Set up a game with a hoop in the middle of the room with various pieces of equipment in (quoits, beanbags, balls of various sizes). Tell the children that the Grumpy Grizzly has stolen all of the fairy tale characters' treasure (the equipment) and along with Handy Harry and the skills of throwing and catching they have been practising today they are going to rescue it all and get it back to their own hoops. In teams of 3-4 the children must find a way of throwing and catching the equipment and get it from the middle (Grizzly Grumpy's hoop) to their hoop at the corner of the room. They have to be careful to throw it a distance they know they are able to without dropping it though because if the equipment is dropped the grumpy grizzly will wake up and come after the characters and the equipment will have to be returned to the middle. **Encourage the children whilst they are playing this game and praise them for meeting the success criteria e.g. well done team Aladdin you're making sure you stand close enough to each other that you can catch the equipment without dropping it. That's brilliant _____ you are making sure your hands are in a ready position to catch.**

Making The Tasks Easier

- Allow the children to use easier equipment such as balloon balls/grab balls.
- Specific feedback from teacher/TA.
- TA support for less able children.
- Get the children to stand closer together.

Making The Tasks Harder

- Change the equipment to harder to catch items e.g. balls.
- Specific feedback from teacher/TA
- Question the children about what they are doing, what could be more of a challenge?
- Get the children to stand further apart.

Feed Forward Notes for Next Session:

Notes On Individual Children's Needs:

Names/ Group	Reason	Learning Plan