



# HARRY

**Character:** Handy Harry      **Adventure 10:** It's time for School

**Keywords:** strike, send, throw, catch.

**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:** pictures of musical instruments balls, beanbags, quoits, balloon balls, grab balls, bats, non-slip spots, hoop, cones, boxes.

**Lesson Focus/ Learning Objective**

- To develop hand to eye co-ordination.

**Success Criteria**

- To apply skills developed in previous lessons.

## In The Classroom

Get children to think about all the different things they have learnt whilst on their adventures with Handy Harry. Explain that in today's adventure we're going back to school again and this time taking part in their challenge day; playing games and competitions that will test all the skills they have learnt throughout their adventures with Handy Harry. Describe the learning objective and the success criteria and read the narrative for the adventure setting. As children are changed get them to look back at pictures/video clips of them doing the previous activities if you have them, whilst thinking about the different things that helped them learn these skills. If you don't have pictures or videos perhaps set up little example station of the activities. **Throwing into a target, striking a ball with a bat, balancing beanbags on a body part, throwing and catching with an item on their own, bouncing a ball on their own, rolling a ball into a target.**

## In The Hall – Warm-Up

**Activity:** Welcome to the school challenge day. Handy Harry is going to lead us through a warm up that will refresh and remind us of all the skills we have learnt with him over the last few weeks. Give the children a ball each and get them to copy you. Jogging round the room holding the ball in your hands, rolling the ball along the floor, throwing and catching the ball on the spot, bouncing the ball on the spot, striking the ball with your hand and going to collect it. **Whilst doing these activities talk about the success pointers that children have learnt previously, so they are reminded and/or question the children on what these are... can they remember? Are they trying hard to use them to be successful now? Praise children who are doing these things giving them specific feedback about what they are doing well. Support those who may be struggling with specific feedback and encouragement.**



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## Main Adventure

**Activity: The School Challenge day.** Children to work through with you guiding them or alternatively set it up so they can rotate round the different challenges competing against others in their group or trying to beat themselves by improving their own score/ability.

**Challenge 1: Number Race** - Children have to work in pairs going to different number stations (2 spots placed at various distances apart with a number card, e.g. 4, 10, 3, 15 telling them how many times they have to successfully roll their ball back and forth); trying to roll the ball successfully forwards and back the correct number of times.

**Challenge 2: Phonic Fun** – Children to try and bounce the ball as many times as they can whilst chanting the alphabet. What is the furthest letter they can get up to before they lose control of the ball? Ask them to write this down on a whiteboard and try and improve their score.

**Challenge 3: Hard History** - The Olympic Games are held every 4 years, in the 2012 Olympics were held here in London. Tatyana Lysenko from Russia managed to get the Olympic record by throwing the hammer - 78.18 m. Mark out 2 cones with this distance and get the children to throw for power and see how many throws they have to do to cover this distance.

**Challenge 4: Sensible Science** – Create boxes or hoops for the children to throw equipment into. Have different health information in the hoops/boxes e.g. they have to throw 5 beanbags into the hoop or box to represent eating 5 portions of fruit and vegetables each day. Throw 2 quoits into the next hoop to show how many times a day they should brush their teeth.

**Challenge 5: Mad Music** - Children play a game in where they must try and strike a ball aiming at pictures of different musical instruments placed at different heights on the wall. If they hit the picture, then they can tick that instrument off on their list (have pre-printed sheets of the instruments). Can the children strike and hit each instrument so their band can play?

**All these activities are written to link into other subject areas... you could work with pupils to help you 'set up' the challenge day before the Physical Development session e.g. measuring distances between the spots and making number cards for the number challenge. Whilst the children are completing the challenges, encourage them to work as a team, to not give up, to co-operate, to use their knowledge of how to do the skills to ensure they remain accurate etc.**

## Making The Tasks Easier

- Use a TA to support less able children.
- Hit over a shorter distance.
- Hit using your hand to begin with or from a tee.
- Use a light ball.

## Making The Tasks Harder

- Use TA to challenge pupil's thinking/exploration through questioning.
- Hit from a drop feed or an underarm feed.
- Use a variety of different hitting equipment.
- Try and stroke with both sides of the equipment.

**Feed Forward Notes for Next Session:**

**Notes On Individual Children's Needs:**

<b>Names/ Group</b>	<b>Reason</b>	<b>Learning Plan</b>