ATHLETICS LESSON 5

Learning Intention: How can you jump?

Physical Development (Gross Motor Skill ELG):

Negotiate space and obstacles safely; with consideration for themselves and others.

Demonstrate strength, balance and co-ordination.

Move energetically, such as running, jumping, hopping and skipping

EARLY YEARS

Resources:

Cones, hoops, bean bags, throw-down strips, mini hurdles, quoits, throw down feet, High jump resource sheet

WARM UP: Mr Men Fun



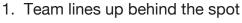
✓ Negotiate Space Safely

- Mr Happy skip around
- Mr Grumpy stomp around with a grumpy face.
- Mr Slow move around slowly
- Mr Wobbly wobble around like jellies.
- Mr Jump- Jump around with two feet
- Mr Hop Hop around
- Mr Fast run around as fast as you can (safety look out for your other Mr Men friends)

Station 1: Hop Hop



Move energetically- Hopping



- 2. Each member of the team takes it in turn to hop, collect a bean bag and return it to their group
- 3. Can they count the number of bean bags?







TP: Keep your head up when hopping and arms out to balance.

Station 2: Jump and measure

1. Children to jump with two feet to two feet holding a cone. Place down cone behind them. Can they measure how far they jump with cones, throw down hands, strips or feet?

Can they beat their score?



Move energetically- Jumping

Demonstrate strength

Demonstrate balance

Demonstrate co-ordination

TP: Try and swing your arms to help you jump further



Station 3: High Jump

1. How high can you jump?

Bronze =1 Silver =2 Gold=3



Move energetically- Jumping

Demonstrate balance

Demonstrate co-ordination

Demonstrate strength

TP: Bend your knees and jump

Station 4: Lava spots

- 1. Team lines up behind the hoop
- Each member of the team takes it in turn to leap over the lava spots, collect a piece of equipment and return it to the hoop. 'High-five' the next person to go.





Omega Demonstrate co-ordination

Negotiate obstacles safely



Station 5: Standing long jump

- 1. Team lines up behind the spot
- 2. Each member of the team take it in turn to jump as far as they can
- 3. Children get bronze for nearest cone, silver for middle and gold for furthest







- **Openion** Demonstrate balance
- Openion Demonstrate co-ordination
- Oemonstrate strength

TP: Keep you head up

Station 6: Roo Jump

- 1. Team lines up behind the throw-down spot
- Each member of the team takes it in turn to kangaroo hop to the equipment, collect a bean bag. Place it in their pouch (t-shirt) and return it to their team
- 3. 'High-five' the next person to go
- 4. How many shuttles can the team do?



- Move energetically- Jumping
- Demonstrate balance
- Demonstrate co-ordination
- Openion Strate Strength





COOL DOWN

Play Mr Men game and finish off with Mr slow or Mr Sleepy.

PLENARY

What was your favourite activity? How can you jump?

