

Learning Intention: How can you score?

Yr 2

- I can run and attempt to get past a defender (a shark) to score
- I can run past a defender (a shark) to score using two hands to place the ball down
- I can run forward a defender at speed to score

EQUIPMENT:

Cones,
Tag belts,
hula hoops,
Bibs, balls

WARM UP: Stuck in the mud

- Children to move around, with a tag belt attached, in a small area and to play 'stuck in the mud.'

Three children to be the 'taggers' they have to try and get as many tag belts in 1 minute. Repeat again choose different children to be taggers

ACTIVITY 1: Bury the Treasure in pairs'

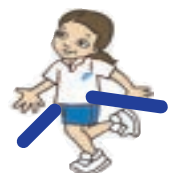
Set up: 1v1

- **Red Beard Pirate** v **Blue Beard Pirate**.
- 2 cone and 1 ball



Rules:

- 1) **Red Beard Pirate** is to try and get the ball onto **Blue Beards island (between ANY cones) to score a point**
Must place ball down with 2 hands!!
- 2) **Blue Beard** is to try and stop **Red Beard** by getting their tag belt and calling "tag"
- 3) **Swap over**



Make it easier: Make the area (line) larger



Linking Learning: In Rugby we score a try by placing the ball on or behind the try line, this is what we are trying to do here.

ACTIVITY 2: Pirate Island

Set-up:

- 5 Sharks (blue belts)
- All children to have tag belts.
- 4-5 Ships (each are a pirate team)

Rules:

- 1) **ONE** person from each team is to go at a time.
- 2) Pirates run to steal the treasure (a ball) from the middle.
- 3) To score, the pirates must place a ball on their ship with **2 hands**, NOT THROW!
NO points if the ball is thrown- it is important for the children to be **honest**.
- 4) If a shark (**blue bibs**) tags a pirate (takes the tag belt) the shark must hand the belt back straight away- the pirate must return the ball to the Island (in the middle) and go back to their ship- then next person in their team goes.
- 5) The winning team is the one with the most points (treasure)
- 6) Swap over sharks - Choose a pirate team to become the sharks

SAFE ZONES for Pirates = Ships and the Island in the middle

Make it easier: Introduce more sharks

Make it harder: Have fewer sharks.

Q& A : What is important when trying to score. Run forward, two hands on the ball. Place the ball down with two hands.

REMEMBER:

- ✓ **Two hands on the ball**
- ✓ **Run forward with the ball, not backwards**
- ✓ **Place the ball on the ground with two hands**

Values- You can award the Honesty value for children who are honest in the game!
(see PE folder for awards)



See diagram on Page 3...



Shark

Pirate



Ship

Ship

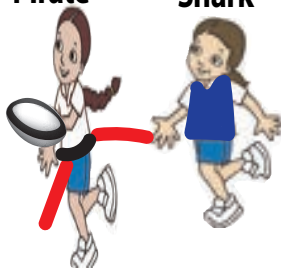


Pirate

Shark



Shark



SAFE ZONE

Pirate



Ship

Ship



Water



COOL DOWN

Children to move around the area slowly (jog, walking).

PLENARY

What did you enjoy about the lesson today? Can you tell me anything about how you were able to score in the games?

