

Learning Intention: *How can you use symbols and a key?*

I can understand that symbols are used to represent objects.

I can read symbols on plan.

I can use a key to create an alien face.

End of KS2 Attainment target:

Has taken part in outdoor and adventurous activity challenges both individually and within a team

EQUIPMENT:

Spots
Throw down hands/ feet
Hoops
Bean bags
Cones
Quoits
Resource Sheets

WARM UP: Paper, scissors, stone

In pairs. Children are to jump on a spot and on the 3rd jump they choose whether they are going to be:

Paper- stand tall arms up

Scissors - star shape

Stone – crouch down small

Scissors cut paper

Stone blunts scissors

Paper covers stone

Children can play to the best of 3 then find another partner.

ACTIVITY 1: Use the key

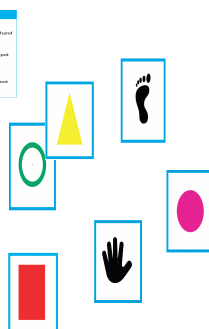
Put the children into groups and give group a copy of the key (resource 1) and some flash cards with equipment symbols on (resource 2).

Set out a course with the equipment from the key. Place it at the at the end.

Children should take it in turns to select a flash card and run to collect the correct piece of equipment. The first group to collect all their equipment wins.

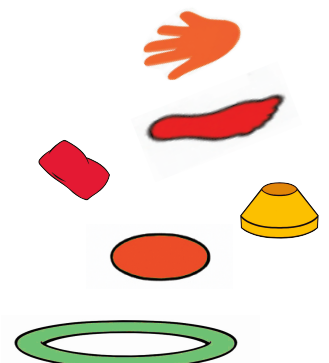


1. Choose a flash card



Flash card (resource 2):

2. Run to collect correct equipment and bring it back to your group



PLENARY

ACTIVITY 2: Make the Alien

Children should stay in their groups. Each group will need a plan of the alien they are going to create (resource 3).

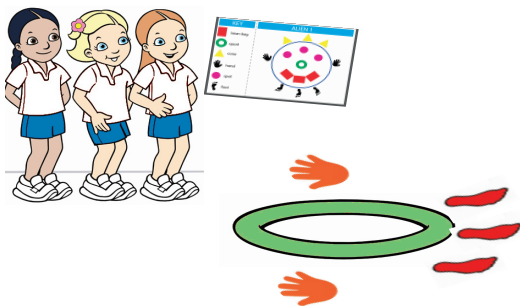
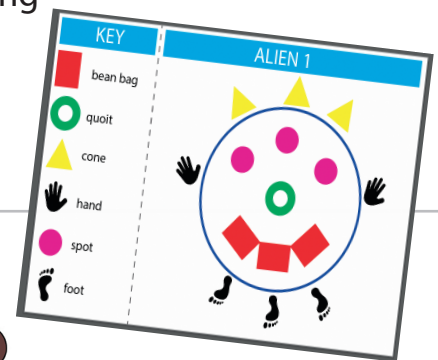
Set out a course, as shown below **with an area for all the equipment** that they will need to make their alien and a space with hoops to create it. Use the key to collect the correct equipment.

Children should take turns to look at plan and run to collect one piece of equipment that they need to create their alien and place it in the correct position in/around the hoop.

Once the groups have created their alien, they can swap plans and start again.

Challenge: Repeat again you add a stop watch and time how long it takes them to complete each course. Record your results on a sheet of paper

Resource 3 (Alien Faces)



Run and collect your equipment and bring it back to make your Alien

Area of equipment

ACTIVITY 3:

Children should use a key to design their own alien/monster/minion or any other idea they may have and draw it out using the key symbols. They can use other equipment.

1. They can then give their plan to a partner to see if they can follow the plan to create the alien.
2. Can they now make it a race for another pair to follow their key. Swap around to different groups
3. The whole class could have one of the designs and you could make it a race!

PLENARY

Plenary: Why is it useful to use a key? What did you enjoy about today's lesson?