

Learning Intention: *How can you use a key to read a map?*

I can use a key and plan to lay out a course.

I can use a key to follow a map.

I can use a key to add to a map.

EQUIPMENT:

Spots
Hoops
Bean bags
Cones
Hurdles
Resource Sheets
Map of school

Before the lesson: Create a map of the school.

The map should be marked with symbols from the key in Activity 1.

An example of how the map might look can be seen in Resource 2.

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

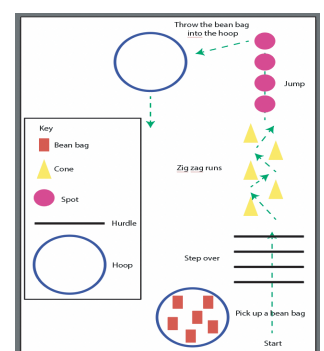
Remind children what a key is. **Linking Learning:** They should be familiar with them from their lessons in Year 3.

Put the children into groups.

Provide each group with a key and plan of an obstacle course (Resource 1).

The children should work as a team to set out the obstacle course as shown on their plan ensuring they use the key to set out the correct equipment in the correct places.

This activity could be setup as a race to see which group can set up the course the quickest.

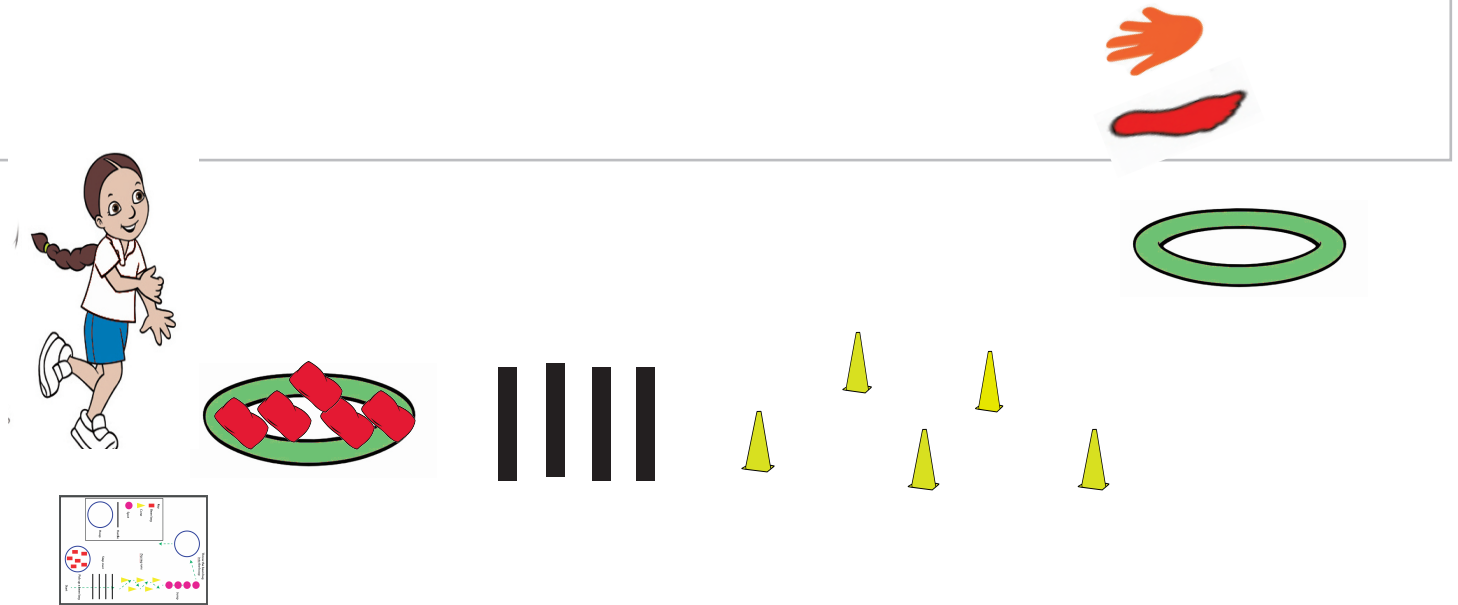


ACTIVITY 2: Obstacle course

Teams should now run their obstacle courses as a relay race.

The race should be run as a relay, once the first team member has completed the course, they should run back and tag the next person so they may start the course.

The first team to complete the course wins.



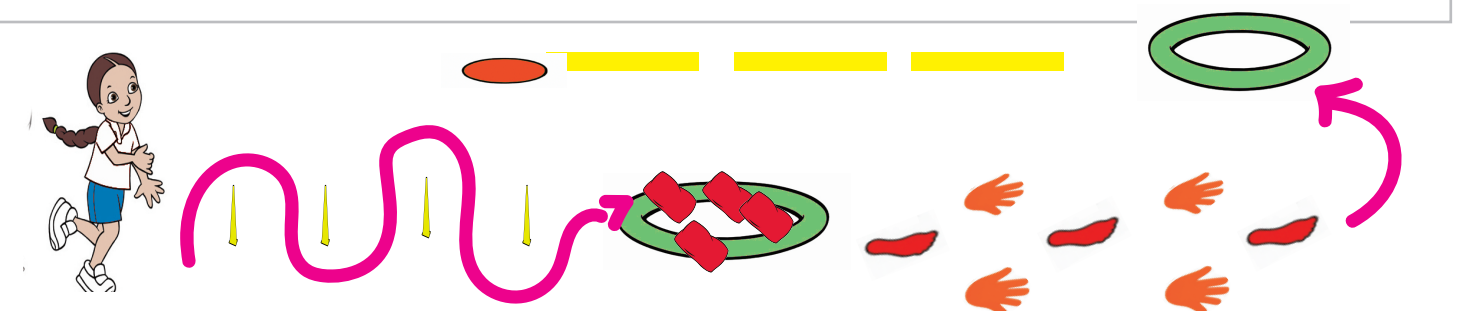
ACTIVITY 3: Create your own

Give children the opportunity to design their own obstacle course.

Children can use a wider range of equipment than in activities 1 and 2.

They should create their own key to represent the equipment they have chosen.

Children can then swap their plans and keys with another group and repeat activities 1 and 2.



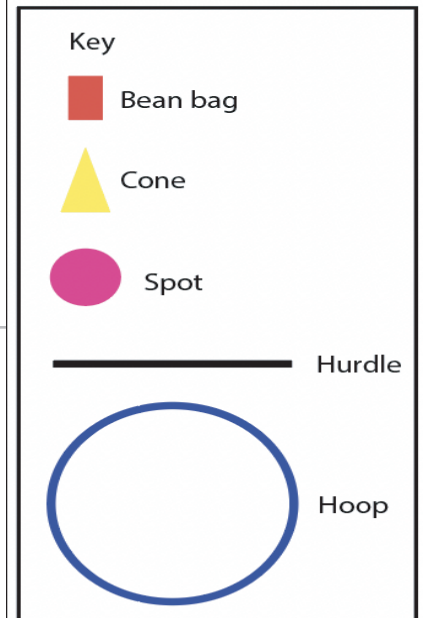
ACTIVITY 4: Maps

Give each team a map of the school.

The map should be marked with symbols from the key in Activity 1.

The teams will need to move around school placing equipment in the locations marked on the map.

An example of how the map might (see below/use Resource card 2).



ACTIVITY 5: Challenge

Give children a blank map of the school.

Ask them to use the key to mark locations for where they would like their peers place equipment around the school.

Children can then give their map to a peer to use to place the equipment in the correct locations.

PLENARY

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