

Invasion Games: Fairground Fun!

<p>Aim: To master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities in the context of travelling in different ways.</p> <p>To travel in different ways with control.</p>	<p>Preparation: Aims Poster - as required Differentiation Cards - as required Editable Non-Participation Sheet - as required Fairground Posters - displayed as explained in the Area Plan. Skills Poster: Travelling Backwards</p>	<p>Resources: Lesson Pack</p> <p>Cones Skipping ropes - one per group of four</p>
<p>Success Criteria: I can travel backwards, keeping my balance. I can travel sideways using a sidestep. I can change direction while travelling.</p>	<p>Skills Poster: Sidestep Skills Poster: Changing Direction Question Cards</p>	<p>Key/New Words: Travel, forwards, backwards, sideways, sidestep, direction.</p>

<p>Prior Learning:</p>	<p>Please refer to the Progression in Games Adult Guidance for prior learning from the previous year.</p>
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Learning Sequence

	<p>Warm-Up: Choose one of the Warm-Up Cards that focuses on aerobic activity; Traffic Lights works well - follow the instructions on the card.</p>	
	<p>All the Fun of the Fair: Describe the different ways that fairground rides travel, referring to the rollercoaster travelling quickly and changing direction, the pirate ship travelling side to side and the dodgems travelling forwards and backwards.</p>	
	<p>Forwards and Backwards: Explain that some fairground rides travel forwards and backwards, like the pirate ship and that we can also travel forwards and backwards.</p>	
	<p>Skill – Travelling Backwards: Children travel backwards, referring to the Skills Poster: Travelling Backwards. Children walk backwards across the playing area.</p> <p>Children then work with a partner. One child holds the other child's hips and both travel backwards together across the playing area. Finally, children work in groups of four. Children hold a skipping rope and travel backwards together across the playing area.</p> <p>Can you travel backwards?</p>	
	<p>Different Ways: Explain that some fairground rides move side to side, like the pirate ship, and that we can also travel side to side.</p>	
	<p>Skill – Sidestep: Children travel sideways using sidesteps, referring to the Skills Poster: Sidestep.</p> <p>Children play 'Stuck in the Mud' using only sidesteps to travel!</p> <p>Choose two players (catchers) who must travel around the space trying to catch other players by gently tagging them. Players that have been caught stand still with their arms held out straight and wait to be released by other players who must sidestep under their arm.</p> <p>Can you travel sideways?</p>	
	<p>Different Directions: Explain that some fairground rides change directions while travelling. Can the children think of any? Show the picture of the rollercoaster and explain how a rollercoaster might change directions, e.g. turning corners on the track.</p>	

	<p>Skill – Changing Direction: Let the children practise changing direction while travelling using the instructions in the following narrative:</p> <ul style="list-style-type: none"> • Set off, travelling forwards in a straight line. • Now the rollercoaster speeds up! Start to travel a bit faster. • The rollercoaster is coming to a bend in the track! Get ready to turn a corner... now! Everybody should change direction so they are travelling a different way. • Oh! We've reached the end of the track! The rollercoaster is going to turn around so it can travel in the opposite direction. Can you turn your body to travel back the way you came? <p>Children then work in pairs, taking turns to describe their own narrative and follow the travelling actions. Children can refer to the Skills Poster: Changing Direction for tips.</p> <p>Can you change direction while travelling?</p>	
	<p>Fairground Fun: Place cones around the playing area and display the Fairground Posters as described in the Area Plan. Children move around the central playing area, travelling around the cones, imagining they are the people visiting the fair. When you blow the whistle, children travel to one of the three areas - the rollercoaster, the pirate ship or the dodgems. Children in the rollercoaster section should travel quickly and change direction, children in the dodgems section should travel forwards and backwards and children in the pirate ship section should travel sideways using sidestep.</p> <p>Choose a section and shout it out - all the children in this section score a point. Repeat the activity as many times as required.</p> <div style="display: flex; justify-content: space-around;"> <div data-bbox="215 761 790 851">  <p>Children use the Differentiation Cards for additional support, such as moving slowly or using their arms for extra balance.</p> </div> <div data-bbox="813 761 1388 873">  <p>Children use the Differentiation Cards for an additional challenge, such as jogging backwards or making their sidesteps smaller and quicker.</p> </div> </div>	
	<p>Travelling Choice: Children discuss which method of travelling was their favourite, and demonstrate their skills in travelling in this way.</p>	
	<p>Cool-Down: Choose one of the Cool-Down Cards; Mr Men works well - follow the instructions on the card.</p>	

Extratime

Challenge the children to think about the ways that other fairground rides move and travel. They could also consider ways that different forms of transport travel. Can children travel in these different ways?