

ithink Medium Term Plan: Ages 5-6

	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
Warm Up	Indoors: 5678 Play the movie and encourage children to join in with the actions. Indoor or outside: Toilet Tag	Indoors: 5678 Play the movie and encourage children to join in with the actions. Indoor or outside: Toilet Tag	Indoors: 5678 Play the movie and encourage children to join in with the actions. Indoor or outside: Toilet Tag	Indoors: Disco Play the movie and encourage children to join in with the actions.	Indoors: Disco Play the movie and encourage children to join in with the actions.	Indoors: Disco Play the movie and encourage children to join in with the actions.
Activity	Rodeo Round Up 5/6 children are cowboys/cowgirls, the rest are horses and gallop around the area (the Prairie). Cowboys/cowgirls attempt to tag the wild horses.	Rodeo Round Up 5/6 children are cowboys/cowgirls, the rest are horses and gallop around the area (the Prairie). Cowboys/cowgirls attempt to tag the wild horses.	Rodeo Round Up 5/6 children are cowboys/cowgirls, the rest are horses and gallop around the area (the Prairie). Cowboys/cowgirls attempt to tag the wild horses.	Ball Bounce and Dribble Bounce the ball: - While walking/jogging/running. - With alternate hands whilst travelling. - Along a line then inside hoops.	Wild West adventure part 1 Assessment See lesson page and Assessment Snapshot for details.	Wild West adventure part 2 Assessment See lesson page and Assessment Snapshot for details.
Skill	Wild West Egg and Spoon Set up a starting cone and finishing cone. Children balance a beanbag on a bat (like egg and spoon), travel to the cone and back, walking, building into jogging then finally running. Now children work with a partner - each child holds a bat, the beanbags are in between the two bats and children work together to keep the beanbags between the bats, travelling together to the cone and back. Visually assess which children are emerging, secure or advanced in the tasks.	Cactus in the prairie! Travel around the room and on command show your still, but spikey shape. Repeat with different spikey shapes. Cactus on a hill - Balance on a low bench or similar, with a good stance for 10 seconds.	Chickens loose on the ranch - Roll a large ball, chase and collect it in a balanced position. - Chase a large ball rolled by a partner and collect it in a balanced position. - Throw, chase and collect a large bouncing ball. - Sit down then quickly get up, chase and collect a ball that's rolling or bouncing away from you. - Now try it but from a lying position.	Cowboy/girl horseshoe hoopla Using quoits (as the horseshoe) and larger hoops. Aim the horseshoes into the hoop. Then play a relay hoopla. Time the children - how many horseshoes can you score in one minute?	Assessment continued	Assessment continued

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Activity with Skill	Thinking back to the Activity - Rodeo Round Up. What were the rules? How could we change one of the rules? What effect on the game do you think that would have?	Pot of Gold Each child has a rope and a piece of gold (quoit, beanbag etc) Cross the river - walk over the bridge heel to toe (walking and balancing ON the skipping rope), with your gold. Throw your gold into your ranch (hoop). Walk backwards along the bridge (skipping rope), look over your shoulder and walk toe to heel. Collect more gold and repeat. Next repeat the above but this time moving your gold all around you whilst balancing. Pass the gold around your tummy, leg, head etc. Competition - Time the children and see how many gold bars they can collect in 1 minute. Can they beat this with 2 or 3 attempts? Display slide and think how we can improve the Pot of Gold Game.	Make a change! Thinking back to the Rodeo Round Up. What were the rules/aims of the game? Remember in week 1 when we changed one rule? This time we are going to add a 'skill' (the skills we have just worked on in Chickens on the loose. Children in groups of 3/4. How could we add a ball skill to the game? What effect on the game do you think that would have? Try out and discuss the effect. Show your new game to the class to play.	Cowboy/girl hats Scatter scarves or quoits (the hats) around the playing space. Put the children in teams of 4/5. Give each a hoop (hat box). On command the children work as a team to collect as many hats (scarves/quoits) as they can and take it back to their hat box (hoop), by wearing it (balancing it) on their heads. Now aim and throw the scarf/quoit back into the hoop. Give the children a specific way to move when collecting hats (eg gallop, side step), and they can only collect 1 hat at a time. To add an element of competition - how many hats can your team collect in 1 minute? Now display the slide and discuss how you could improve your team's performance	Assessment continued	Assessment continued
Review / Assess	Try out one change to Rodeo Round Up and discuss the effect. Repeat to try out another change.	Slides Use the questions on the slide to help the children to review their thinking.	Slides Use the questions on the slide to help the children to review their thinking.	Slides Use the questions on the slide to help the children to review their thinking.	Slides Use the questions on the slide to help the children to review their thinking.	Slides Use the questions on the slide to help the children to review their thinking.