

ithink Medium Term Plan: Ages 6-7

	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
Warm Up	Indoors: Funky warmup Play the movie and encourage children to join in with the actions. Indoor or outside: High-5 tag	Indoors: Funky warmup Play the movie and encourage children to join in with the actions. Indoor or outside: High-5 tag	Indoors: Funky warmup Play the movie and encourage children to join in with the actions. Indoor or outside: High-5 tag	Indoors: Strong core warmup Play the movie and encourage children to join in with the actions. Indoor or outside: Hopping tag	Indoors: Strong core warmup Play the movie and encourage children to join in with the actions. Indoor or outside: Hopping tag	Indoors: Strong core warmup Play the movie and encourage children to join in with the actions. Indoor or outside: Hopping tag
Activity	Jumanji Baseline Assessment See lesson page and Assessment Snapshot for details.	Noughts and crosses The first team run out and place a bean bag on the noughts and crosses board (all run together) and run back. The next team runs out and places a beanbag in a hoop or on a spot on the noughts and crosses board. They keep going until there is a winner. Discuss meanings of Game Strategy and Tactics using the Tactics slide. Ask them to think about their tactics for the next game.	Pass and Move Using one ball between 2 pairs. Pass and move using as much space as possible. No moving with the ball.	Hide and seek tactics team game Hide beanbags under cones (hidden treasure) spread out over the playing area. Spilt the class in half - one to attack and try to get the treasure, the other to defend and try to not let them get the treasure. Focus on disguise (making your opponent think you are going to one thing but then doing another). Also use dodging skills and pivoting skills.	Battle ships Explain the traditional game of battle ships and the action for each type of ship. Battleship - One volunteer becomes the 'Battleship'. The teacher calls out actions The 'Battleship' and the teacher move around to check that all children are holding the dish position - if anyone is not, they link arms with the Battleship.	Jumanji End of term Assessment See lesson page and Assessment Snapshot for details.
Skill	Assessment continued	3 v 3 The aim is to score a goal in one of three hoops at their end. Passing the ball and not moving when you have the ball.	Connect 4 - Roll and chase a large ball, roll through legs then collect it in a balanced position. Try this 4 times to 'Connect 4' - This time, turn when you reach the ball, let it roll through your legs and then turn again, chase and collect it. Try this 4 times to 'Connect 4' - Try these challenges with a bouncing ball. Rotate a ball around different parts of your body eg waist, legs.	Penny Drop Drop a ball for partner to catch, gradually move further away. Partner has arms stretched out to the side and simply drops the ball. The partner stands 2 meters away and tries to catch it when dropped.	Snakes and ladders Set up a course for the children to cross using agility ladders to travel across and and ropes to balance on. Recap previous learning and encourage the children to travel over the ladders and snakes in the different ways. Now can the children create a game where you travel up the ladders and down the snakes?	Assessment continued

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Activity with Skill	Assessment continued	Partner PB Set your own 'Partner Personal Bests'. Try the following activities and record your scores (record the best out of 5 attempts!). - Using dominant hand, strike a large soft ball, along the ground in a rally, back and forth between partners. What is the biggest rally you can achieve? - Kick a ball with dominant foot in a rally, back and forth between partners. What is the biggest rally you can achieve? - Both have 1 ball each this time. Roll the 2 balls alternately at the same time using your dominant hand, back and forth between partners. What is the biggest rally you can achieve?	Minecraft Create your own game. Draw attention to the title MINDcraft - the focus is to use your brain to think of a new game idea. Based on last terms work on creating games can the children create a new game but his time with a focus on Attacking and Defending (like in the traditional Minecraft game).	Minecraft Create your own game. Draw attention to the title MINDcraft - the focus is to use your brain to think of a new game idea. Based on last terms work on creating games can the children create a new game but his time with a focus on Attacking and Defending (like in the traditional Minecraft game).	Partner PB Set your own 'Partner Personal Bests'. Try the following activities and record your scores (record the best out of 5 attempts!). - Using dominant hand, strike a large soft ball, along the ground in a rally, back and forth between partners. What is the biggest rally you can achieve? - Kick a ball with dominant foot in a rally, back and forth between partners. What is the biggest rally you can achieve? - Both have 1 ball each this time. Roll the 2 balls alternately at the same time using your dominant hand, back and forth between partners. What is the biggest rally you can achieve?	Assessment continued
Review / Assess	Assessment continued	Slides Use the questions on both slides to help the children to review their thinking skills.	Slides Use the questions on the slide to help the children to review their thinking skills.	Slides Use the questions on the slide to help the children to review their thinking skills.	Slides Use the questions on the slide to help the children to review their thinking skills.	Assessment continued