

**IMAGINATIVE**

- 3&4 Victorian Games- creating their own enjoyment with 'old' playground games
- 5. Using the road signs and create their own wheeled environment
- 6.
- 7. To be part of the Ballycraigy Band marching around the playground and playing the real drums!

**CREATIVE**

- 2. Create a slideshow about 2D shapes in the environment with a camera
- 3 & 4 Chalk - using this to make hopscotch grids, and play 'In & Out the Dusty Bluebells
- 5. Chalk - drawing cars on the tarmac
- 6. Building their own nests out of sticks
- 7. Investigate the materials in the grounds to see what sounds they could make

**LARGE-MOVEMENT**

- 2,3&4 Explore & enjoy resources in whole school grounds
  - 5. Car races to improve their vascular and large motor skills
  - 6. Use of trim trail and playground
- Fine Motor Skills - Sprint, Run, Continuous Leap, Skip, Hop

**SMALL EQUIPMENT**

- 3&4 Play Victorian Games with hoops, ropes, marbles and chalk (hopscotch)
  - 5. Understand why it is necessary to wear hardhats/ bike hats for protection & safety
- Fundamental Movement Skills - Catch, 2 Handed Strike, Foot/Hand Dribble, Kick, Punt

**HORTICULTURE**

- 3&4 Binoculars & data sheets - recording the birds they see RSPB Big Schools' Birdwatch
- 6. Observe bird's nests in the trees/hedges and collect twigs for class A/D work
- 7. Use a Winter twig ID sheet and also look for 'shoots' - crocuses, daffodils and snowdrops

**WHEELED VEHICLES**

- 2. Develop skills of pushing, pedalling, steering and controlling distance & speed
- 3&4 Recognise the need for safe maintenance of cars with old car parts
- 5. Use the road markings to introduce road safety with their own bikes, create their own obstacle courses for their transport and relate to the occupation of the lollipop lady and her role

**CLIMBING**

- 2. Develop upper body strength
  - 3&4 Comfortably manage body weight
  - 5. Use the fixed equipment to display smooth and fluent motion
  - 6. Use of the trim trail for upper body strength.
- Fundamental Movement Skills - Balance, Hop, Climb Line Beam Walk, Jump for Height/Distance, Rolling

**ROLE OF THE ADULT**

Interacting with the children continually. Modelling the activities, sharing with them, creating new strategies for the children's games, incorporating their ideas, and achieving the suggested outcomes together

**LARGE-SCALE CONSTRUCTION**

- 6. Build car ramps with laminate strips/balance beams - negotiating, problem solving, listening and achieving

**SAND AND WATER**

Too cold to play but observing any differences in the pond

**QUIET**

- 5. Draw on their own cars/transport with pencils/pens

**SPONTANEOUS RESPONSE TO PLANNED ACTIVITIES**

**ACTION FOR SPECIFIC CHILDREN**

**EVALUATION**