



PE LESSON PLAN

CLASS: 2nd Class

DATE : 19th November 2024

DURATION: 30 MIN

STRAND:

EQUIPMENT:

Game 1 - Poles/Cones, bibs

Game 2 - Poles/Cones, footballs/beanbags

Game 3 - Poles/Cones, tall cone (target), hula hoops, footballs

LEARNING OBJECTIVES:

Game 1 - Farmers Tag

- Set up playing area based on class size.
- Nominate one child to be a 'Fox' and one child to be a 'Farmer'. All other children are 'Sheep'.
- The fox aims to catch the sheep by tagging them.
- To free caught sheep, the farmer rolls the sheep over.
- Rotate roles regularly.



Game 2 - Through the Gates

- Set up playing area based on class size. Within the playing area, set up multiple gates.
- Children are in pairs with one ball per pair.
- Children run around the playing area.
- When they get to a gate, they must throw/handpass/roll/kick the ball through the gate to their partner who does the same action before moving onto another gate.



Game 3 - Bullseye

- Set up the playing area with a large cone (bulls eye) in the middle surrounded by hula hoops.
- Divide the class into smaller groups, all starting the same distance from the middle and with multiple footballs per group.
- Children can throw/kick the ball with the aim of trying to hit the Bullseye.
- 180 points = hitting the bullseye.
50 points = ball lands in any of the hoops.



DIFFERENTIATION/INTEGRATION:

ASSESSMENT:

SUCCESS CRITERIA: