

Curriculum area	Topic	Year	Session Number	Skill
Outdoor Adventure	OAA	5/6	#2	Problem solving & communication

### Equipment

- Hoops
- Bean bags or small balls
- Bibs
- Cones/spots
- Paper & pencil/pen

### Learning Objective

- To use effective communication and problem solving skills to complete outdoor team challenges.

### Success Criteria

- I can communicate clearly with my team
- I can listen to ideas from others
- I can help solve problems
- I can adapt solutions when problems occur
- I can help organise team strategy

### Key words

- Problem solving
- Team work
- Communication

### Preparation Ideas/Warm Up

#### Copy My Draw

Split the class into teams of 3 or 4 per team. Each of the team members will be given a piece of paper and a pencil. Standing one behind the other, each team member will place their whiteboard on the back of the person in front.

The player at the back of the queue will begin the game by drawing a simple picture (e.g. a person, a car, a tree), but they can only draw one line or object at a time. The person in front will feel what they draw, and will look to copy. This will continue down the line. They will then wait for the next object/line to be drawn until they are finished.

What we would want to see is the same picture on all team member's paper, however, because no verbal communication was used, the chances of that happening is slim.

### Skill Development

#### Tic tac toe

Place 9 hula hoops in a 3x3 area and set the class into teams of 4. Each team will have 3 bibs. You may want to have multiple games taking place.

1 player at a time will come out and look to place a bib into one of the 9 hoops. When they return, they give their partner a hi5, so they can run out and place the next one in a different hoop. If all bibs are out and the game is continuing, the next player can come out and change one of their bibs and place it into a different hoop

We are looking for 3 in a row from the teams. First team to create 3 in a row are the winners.

Progression:

Instead of running, the teams could hop, skip, jump etc.

### **The card game**

Split the class into teams of 5-6 per team. Each team will line up one behind the other, behind a cone. Around 8-10m away will be a set of cards/paper with the numbers 1-10 on the back (you can use a deck of cards for convenience), spread out randomly in a line.

One player at a time from each team will come out and turn 1 card over. They must find the number 1 first (or ace in a deck of cards), then 2, then 3 and so on. If they find the right number, they can place that card in a separate line underneath or above, in the correct order from left to right. If the card they turn over is not the next card they need to find, the card is turned back over and placed back where it was found.

The idea of the game is for the teams to work together to find and place the cards in the correct order from 1-10. The first team to do so are the winners.

For the first go, just allow teams to play and come up with their own tactics. Once the game has been played, start to talk to the class about different tactics that may be used.

## **Game**

### **Kabaddi Tag**

Kabaddi is a game that originates in India. Normally a full contact sport, we are going to adapt the game to being a non contact game.

Split the class into teams of 5, with each player either wearing a bib tucked into their shorts, or a tag belt with 1 tag. Set up a dodgeball type court, with a center line. Teams will line up on either side of the court to begin with, with teams taking it in turns to be the defending and attacking teams.

The attacking team will send 1 member of their team across to the defending team's area at a time. In the area, they must be allowed to remove the bib/tag of 1 team member of the defending team. As soon as the bib/tag is removed, the defending team must try to remove the bib/tag of the attacking player, before they make it back over to their team's side.

If the attacking player successfully makes it back over to their team's side, the team are awarded 1 point and get to keep the bib of the defender.

If the defending team successfully remove the bib/tag of the attacking player before they cross the center line, the defending team member's bib/tag is given back to the team member, and the attacking team go back empty handed.

Team's keep taking it in turns to be the attacking and defending team, with the team who score 3 points first being the winners.

Simple rules:

>No contact – This means the attacker or defenders cannot hold, grab or tackle the other. The only thing they can make contact with is the bib/tag.

>The defenders can only begin to try to remove the bib/tag of the attacker once the attacker has removed a bib from a defending team member.

>If a defending team member's bib/tag is removed, they cannot take a turn as an attacker as their bib has been removed. However, they can still defend when the opposition send an attacker across.

>First team to 3 points are the winners.

You can set up 2-3 different areas to have multiple games going on at once. Swap the teams over so that the children can experience playing against other teams.

### Teaching points

- We want to see the children communicating with each other in their groups. Can they let each other know where certain cards are e.g. if they turn a 5 over, can they remember and communicate it to their team mate when they need to find that number.
- The groups may want to come up with a tactic or strategy that can help them to identify cards quicker and easier. They may want to place the cards back upside down, but in order, making it easier for their group to then identify the number they need e.g. if they find a 3, they may want to place it back down more to the left, as 3 is one of the first numbers to find.
- Kabaddi is all about dodging and evading. We want to see the children having good agility (being able to change direction quickly). To improve this skill, we want to see the children staying low, bending the knees slightly and moving on the front part of the foot.
- We also want to see the children being creative. Dropping the shoulder to move in one direction, before quickly pushing off and moving in the opposite direction is a good skill for them to use in this game. We also want to see them protect their tag/bib. Remember they cannot hold their bib/tag, but trying to put their body between the bib/tag and the opponent can make it more difficult for it to be removed.

### Key Questions

- Why was communication key in today's session?
- What problems did we come across throughout the session, and how did we overcome them?
- Can we name a rule of Kabaddi?

### National curriculum links:

- Take part in outdoor and adventurous activity challenges both individually and within a team
- Compare their performances against a previous attempt, and demonstrate improvements to their personal best.
- Playing competitive games against others

### Social and environmental skills:

- Developing team work skills
- Developing communication skills
- Showing creativity when coming up with tactics
- Developing leadership skills when coming up with tactics