OAA LESSON 6

Learning Intention: *How many different ways can you communicate?*

I can use different ways of communication with my peers

I can communicate with my peers and help them achieve a goal

I can communicate with my peers, listen to them and give them confidence to achieve a task

End of KS Attainment target: Has taken part in outdoor and adventurous activity challenges both individually and within a team

WARM UP: Paper, scissors, stone.

Play paper, scissors stone...

- 1. Start in a pair.
- 2. Play paper, scissors, stone...

If you lose, you run to the end of the hall/playground and back.

If you win, stay to play someone else- keep going until the whole class is warmed up!

ACTIVITY 1: Stay on the bench (15 mins)

Split the class into 3 groups – Each group to stand on a bench/line/.

Game 1. Children to get themselves into order of size – children are allowed to talk

Game 2. Children to get themselves into Alphabetical order – No talking.

Game 3: Children to get themselves into birthday order

Game 4: Make it a race between the teams

Rules of the game: They are not allowed to step off the bench. If they fall off the bench they need to go back to the beginning.

If you do not have a bench you can use a line or alternatively chalk one on the ground.

Q & A In which different ways did you (the children) communicate? e.g. verbal/non-verbal/sign language





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EQUIPMENT:

Blindfolds (x25) Bench

ACTIVITY 2:

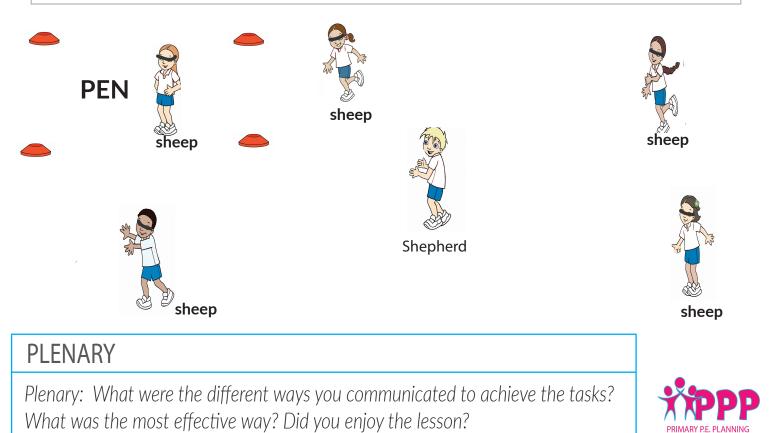
- 1 Teacher to put children into groups of 5/6
- 2. Use a large, open, grass (if possible) space free from any obstructions.
- 3. Using cones to mark out a pen.
- 4. Select one team member to act as the shepherd.

5. Everyone else will take the role of the sheep. The shepherd has to get the sheep into the pen.

- 6. The shepherd is to stay in one place in the centre of the field and **may only clap or whistle.**
- 7. The sheep wear blindfolds and are scattered around the field and may only make sheep noises (Baa).
- 8. Before putting blindfolds in place, give the team time to plan how they are going to use these sounds to achieve the task.
- 9. Children to take it in turns to be the shepherd

Q & A - What was the best way to communicate to get the sheep into the pen?

You can make the game easier by allowing the shepherd to move. Make it harder: Use other methods of communication e.g. clicking fingers



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