



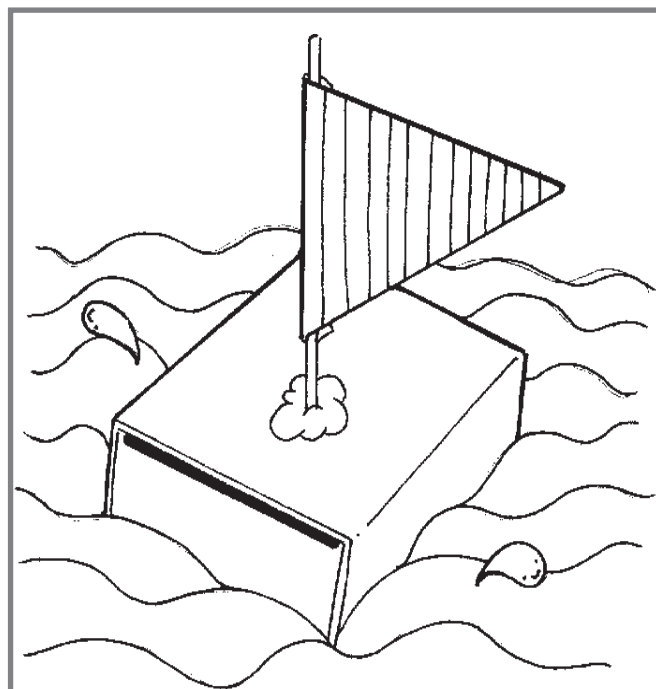
Topic Water

Resources

- Apparatus
- Sturdy junk boxes
- Small chairs
- Climbing frame
- Squares of coloured cardboard
- Scissors
- Stiff paper
- Craft matchsticks
- Matchboxes
- Glue



Be observant when scissors and glue are in use.



Learning objectives

- To move with confidence and imagination and experiment with different ways of moving
- To negotiate space successfully when playing racing and chasing games with other children
- To jump off an object and land appropriately
- To travel around, under, over and through balancing and climbing equipment
- To follow instructions involving several ideas or actions

Preparation

- Provide a safe area and, depending on the age of the children, arrange boxes or apparatus to resemble islands, rocks, or trees. If the children are very young, make off-ground zones from cardboard circles or squares for rocks, islands and trees.

What to do

Movement activity

- Challenge the children to cross the 'water' without falling in. Invite some children to

volunteer to be 'chasers'. While a player stands on a piece of apparatus, off the ground, they cannot be caught, but they must attempt to keep moving and running between places. When a player is caught, he/she becomes another chaser.

Extension/variation

- Make sailing boats out of matchboxes. Cut a square or triangle sail from stiff paper. Pierce a cocktail stick through the sail and down through the middle of the matchbox. Put some glue on the matchbox-end of the stick to ensure it stays put.

Related activities

- Find the smugglers' cave (see page 42)
- Cross the sea (see page 43)