

# EYFS - Fundamental Movement Skills

## Body Control - Lesson Plan

<b>Lesson Objective</b>	To confidently travel on their feet in different ways and recognise directions	<b>Lesson 1/6</b>
<b>Equipment Needed</b>	Cones, markers, hoops, bean bags.	
<b>Success Criteria</b>	<b>Children can:</b> <ul style="list-style-type: none"><li>• Understand the word space and use it safely</li><li>• Find, walk and run-in space</li><li>• Listen to instructions and engage themselves in activity</li></ul>	
<b>Key Questions</b>	How can we travel?	
<b>Warm Up</b>	<b>Remote Control:</b> Children move around the hall and are asked to listen to the calls of the 'Coaches Magic Remote Control'. STOP, PAUSE, PLAY, FAST FORWARD, REWIND, SLOW-MOTION.	
<b>Main Activity</b>	<b>Skill Acquisition:</b> Children are asked to find their own space within the hall and look at ways in which they can travel around the hall. Play a game of <b>Move Like A...</b> The movements are as follows ... <ul style="list-style-type: none"><li>• Car = Jogging around pretending to hold a steering wheel</li><li>• Plane = Jogging around with arms outstretched like wings</li><li>• Motorbike = Hopping on one foot</li><li>• Train = Find some friends and make a long train</li><li>• Submarine = Lying on the floor and shuffling staying very low</li></ul> <b>Main Activity:</b> Using movements from the warmup, children are asked to make small and large shapes using a variety of different body parts. Children should be able to change shape of the balance or movement under control. To practice this, children will be given a bean bag to balance on a variety of different body parts to help them keep control of the balance/movement.  <b>Coach Went To The Zoo:</b> Children move around hall, and when they hear "Coach went to the Zoo and saw a ....." They then move around the hall in the style of that animal. Movements include Walking, Running, Skipping, Hopping, Bounce.  <b>Farmers &amp; Rabbits:</b> Children must try to get from one side of the hall to the other without the Farmer catching them. If they are caught, they then become the farmer also. Children are asked to jump, bounce, or hop around the hall, and use movements learnt/found in the lesson. Spread around the hall, are hoops 'rabbit holes' where the children can rest as they cross the hall, inside the rabbit holes they cannot be caught. Once all rabbits have been caught, game restarts with a new farmer.	
<b>Cooldown</b>	Recap and discuss Success Criteria.	

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<b>Lesson Objective</b>	To change the way they are travelling in a controlled manner and show an awareness of directions	<b>Lesson 2/6</b>
<b>Equipment Needed</b>	Cones, markers, hoops, bean bags.	
<b>Success Criteria</b>	<p>Children can:</p> <ul style="list-style-type: none"><li>• Have control when changing direction</li><li>• Vary speed of movements under control</li><li>• Demonstrate different ways of travelling slow and fast</li></ul>	
<b>Key Questions</b>	How do we move/change direction under control?	
<b>Warm Up</b>	<p><b>The Roundabout:</b></p> <p>Children sit in a circle and are numbered 1-6. Coach calls out a number and all children with the number must run all the around the circle return to their spot. PROGRESSION: Children lie face down on the floor so they have to jump to their feet when their number is called.</p>	
<b>Main Activity</b>	<p><b>North, South, East, West:</b></p> <p>Name the four sides of the area, North, South, East, West. When the Coach shouts that direction all the children must run to it, and back into the middle of the area. Change directions often, to encourage movement and change of speed and direction.</p> <p><b>Traffic Lights:</b></p> <p>Hand each child a cone (or something circle) and inform the children they are now holding a steering wheel. Coach holds up a red cone (red light) all the children must stop as fast as possible. Orange Cone (amber light) – children jog on the spot. Green Cone (green light) the children start to move around.</p> <p>PROGRESSION:</p> <ul style="list-style-type: none"><li>• Roundabout – Children use the hoops as roundabouts to run around</li><li>• Reverse – Children move backwards. Looking over their shoulder</li><li>• Motorway – Children speed up and run faster</li><li>• Speed Camera – Children slow down and move around by walking</li></ul> <p><b>Main Activity:</b></p> <p>Using previous weeks movements, children are asked to make small and large shapes using a variety of different body parts. Children should be able to change shape of the balance or movement under control. To practice this, children will be given a bean bag to balance on a variety of different body parts to help them keep control of the balance/movement.</p> <p><b>Don't Wake Up The Coach:</b></p> <p>Children stand at one side of the area as the coach stands/lies at the other end. When the coach is asleep, the children quickly and quietly try and walk up to the coach and take their treasure (cones). Once they pick up an object they run back to the start. If the coach wakes up, children must freeze and stand still. If they move, coach sends them back to the start.</p>	
<b>Cooldown</b>	Recap and discuss Success Criteria.	

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## Body Control - Lesson Plan

<b>Lesson Objective</b>	To demonstrate different ways of travelling using small and large body parts	<b>Lesson 3/6</b>
<b>Equipment Needed</b>	Bean bags, hoops, mats.	
<b>Success Criteria</b>	Children can: <ul style="list-style-type: none"><li>• Demonstrate different ways of travelling using small and large body parts</li></ul>	
<b>Key Questions</b>	What parts of the body can we balance on?	
<b>Warm Up</b>	<b>Sharks &amp; Minnows:</b> <p>Two children are asked to be 'sharks' and the rest of the children are 'minnows'. If a shark catches a minnow, they join them as a shark. Mats are placed around the hall for the minnows to rest on. Only three minnows allowed per mate.</p>	
<b>Main Activity</b>	<b>Traffic Lights:</b> <p>Hand each child a cone (or something circle) and inform the children they are now holding a steering wheel. Coach holds up a red cone (red light) all the children must stop as fast as possible. Orange Cone (amber light) – children jog on the spot. Green Cone (green light) the children start to move around.</p> <p>PROGRESSION:</p> <ul style="list-style-type: none"><li>• Roundabout – Children use the hoops as roundabouts to run around</li><li>• Reverse – Children move backwards. Looking over their shoulder</li><li>• Motorway – Children speed up and run faster</li><li>• Speed Camera – Children slow down and move around by walking</li></ul> <b>Spot:</b> <p>Children move around the hall looking to touch as many spots as they can in 20 seconds. Encourage the children to go to the open 'spots' and to always be looking around for the open space. Give the children challenges, who can touch the most spots in the 20 seconds, who can touch every spot in the hall in 20 seconds. PROGRESSION: Group children in 2's. They will now be asked to mirror/follow their partner around the hall at the same time touching the spots. This should get the children to look up and be aware of what is around them and where their partner is. Keep changing the player who is the leader.</p> <b>Don't Wake Up The Coach:</b> <p>Children stand at one side of the area as the coach stands/lies at the other end. When the coach is asleep, the children quickly and quietly try and walk up to the coach and take their treasure (cones). Once they pick up an object they run back to the start. If the coach wakes up, children must freeze and stand still. If they move, coach sends them back to the start.</p>	
<b>Cooldown</b>	Recap and discuss Success Criteria.	

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<b>Lesson Objective</b>	To demonstrate wide, thin, tall, and curled body shapes when travelling	<b>Lesson 4/6</b>
<b>Equipment Needed</b>	Bean bags, hoops, mats.	
<b>Success Criteria</b>	<b>Children can:</b> <ul style="list-style-type: none"><li>• Show a variety of shapes whilst being under control</li><li>• Travel on small parts of the body and show different shapes</li></ul>	
<b>Key Questions</b>	What parts of the body can we travel on?	
<b>Warm Up</b>	<b>Bean Game:</b> <p>Children move around and wait for the shout of Runner Bean/Jumping Bean/Chile Bean/Jellybean/String Bean/Broad Bean/baked bean/beans on toast/baby bean/butter bean. Here they move around in a specific way depending on what is called by teacher.</p> <p>Jumping Bean = Children Jump Around.</p>	
<b>Main Activity</b>	<b>Body Parts:</b> <p>Children are asked to make small and large shapes using a variety of different body parts. Children should be able to change shape of the balance or movement under control. Dribble around the area keeping the ball close to them. Shout out different body parts, head, foot, belly... children must put they body part on the ball without using their hands. The first person to put the correct body part on the ball will win a point. To practice this, children will be given a bean bag to balance on a variety of different body parts to help them keep control of the balance/movement.</p> <b>Balance Bean:</b> <p>Set out some obstacles around your playing area and give each child a bean bag, to start with the children must balance the bean bag on the top of their hand - palm facing down. The children start negotiating the obstacles walking slowly (1st gear) and keeping the bean bag balanced on their hand. To encourage the children to move quicker call out higher gears - this tests their balance further. If children find balancing the bean bag on their hand &gt; progress to bean bag on shoulder &gt; progress to the bean bag balanced on the head!</p> <b>Bean Bag Tag:</b> <p>Group move around the hall in specific ways (jump, hop, skip). Two children are the taggers, and their aim is to freeze each child in the class. If caught, the children must hold a balance on the spot.</p>	
<b>Cooldown</b>	Recap and discuss Success Criteria.	

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<b>Lesson Objective</b>	To know, understand and show how to jump, land and sink down	<b>Lesson 5/6</b>
<b>Equipment Needed</b>	Mats, benches, hoops, cones, markers.	
<b>Success Criteria</b>	<p>Children can:</p> <ul style="list-style-type: none"><li>• Safely jump, hop, and bounce from one position to another.</li><li>• Jump from one foot to two feet and from one foot to the other foot and understand how to land safely</li><li>• Jump off an object and land appropriately</li></ul>	
<b>Key Questions</b>	What is a jump?	
<b>Warm Up</b>	<p><b>Stopscootch:</b></p> <p>Lay out as many hopscotch lines as you can fit in the playing area. For this activity the children enjoy playing hopscotch. When the coach shouts 'Stop' the child on the hopscotch must stop straight away either balancing on one leg or stood on two feet.</p>	
<b>Main Activity</b>	<p><b>Spots:</b></p> <p>Children move around the hall looking to touch as many spots as they can in 20 seconds. Encourage the children to go to the open 'spots' and to always be looking around for the open space. Give the children challenges, who can touch the most spots in the 20 seconds, who can touch every spot in the hall in 20 seconds. PROGRESSION: Group children in 2's. They will now be asked to mirror/follow their partner around the hall at the same time touching the spots. This should get the children to look up and be aware of what is around them and where their partner is. Keep changing the player who is the leader.</p> <p><b>Skill Acquisition:</b></p> <p>Children take it in turns to do the jumps and leaps, with their partner watching and giving them advice, and seeing if they are under control and have good body tension. More abled children will be able to show different shapes when leaping and have pointed toes and fingers. Shapes include: - straight, tucked, star.</p> <p><b>Short Routine:</b></p> <p>Children partner up on the mats and take turns jumping and twisting. Children must be able to land a jump under control and successfully before they move on to the twist.</p> <p><b>Jumping Over The Waves:</b></p> <p>Demonstrate how the children could jump over a wave from two feet to two feet, explore other ways that the children may jump over the waves, different shapes, or different foot patterns Shapes: Straight, star and tucked Foot pattern: 1 foot to 2 feet, 2 feet to 1 foot, 1 foot to 1 foot (hopping) and 1 foot to the other.</p>	
<b>Cooldown</b>	Recap and discuss Success Criteria.	

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<b>Lesson Objective</b>	To stand momentarily on one foot when shown	<b>Lesson 6/6</b>
<b>Equipment Needed</b>	Rope, bean bags, mats.	
<b>Success Criteria</b>	<b>Children can:</b> <ul style="list-style-type: none"><li>• Move, hop, run, and bounce around under control</li><li>• Balance using small body parts safely</li></ul>	
<b>Key Questions</b>	How can we create a routine?	
<b>Warm Up</b>	<b>Stopscootch:</b> <p>Lay out as many hopscotch lines as you can fit in the playing area. For this activity the children enjoy playing hopscotch. When the coach shouts 'Stop' the child on the hopscotch must stop straight away either balancing on 1 leg or stood on two feet</p>	
<b>Main Activity</b>	<b>Touch The Tape:</b> <p>This activity you will need to tie some rope onto something, so it is parallel to the floor and about half a metre from the floor. Once you have done this stick pieces of tape (the thicker the tape the better) to the rope so there is a section hanging down (if you have different colours, it will make the activity easier for the children – if not write numbers onto the tape 1-6). Call out a limb and a number/colour, the children must then touch the tape with that limb and return to standing on two feet by their cone.</p> <b>Static Balances:</b> <p>All children to find a space in the area. The coach will then demonstrate some static balances. After practicing, ask the children if they know anymore? What shapes can we make whilst balancing?</p> <b>Number Balances:</b> <p>The children move around the area. The coach shouts a number out and the child has to balance on that amount of body parts. They must try and hold their balance for five or more seconds.</p> <b>Stepping Stones:</b> <p>In this game the children will practice moving from a ship onto land without getting their feet wet. Mark out two lines with cones (representing the ship and the island) and place flat/spot markers on the floor for the children to move over. Place the markers close together at the left of the activity and spread them out over greater distance the further to the right. This allows you to differentiate the activity with ease – M/A move right where it is harder to cross.</p>	
<b>Cooldown</b>	Recap Unit of Work.	