

## Target Audience

Key Stage 1 and 2

## Lesson Aim

Pupils will create their own playground game with a new set of rules – that can then be taught to other class members. Pupils will compile an agreed “class” set of playground rules

## Learning Objectives

To understand the importance of rules

To be able to apply knowledge of rules to a new game situation

## National Curriculum Links

### Curriculum Area

PSHE / Citizenship

Literacy

ICT

PE

### Strands: KS1 and KS2

**KS1:** 1a, 1b, 2a, 2d, 4b, 5a, 5c-f

**KS1:** En1: 1d-e, 2e, 3a

**KS1:** 1a, 2a, 3b, 5b

**KS1:** 2c, 3b

**KS2:** 1c, 2b, 2f, 4a, 5a, 5f

**KS2:** En1: 1b, 1e, 2b, 2e, 3a, 3c-d

**KS2:** 2a, 4b, 5b

**KS2:** 2c



<b>Timing:</b> 60 minutes	<b>Key Vocabulary:</b> rules, teamwork, fair, agreed, collaboration, participate
<b>Preparation:</b> Choose 2 new playground games in advance of the lesson to be taught to pupils	
	<b>Organisation:</b> As a class and in small groups
<b>Resources:</b> 2 adults, necessary equipment for chosen demonstration games, a range of equipment for the creation of new games, digital cameras / flip cameras	

## Lesson Outline

40 Minutes

<b>Starter</b>	Class discussion with TA whilst teacher shares rules	<b>10 minutes</b>
<b>Activity 1</b>	Demonstration game & class games	<b>15 minutes</b>
<b>Activity 2</b>	Creation of a new game	<b>25 minutes</b>
<b>Plenary</b>	Compile a class list of essential game rules	<b>10 minutes</b>
<b>Extension</b>	Apply these rules to online games	<b>Homework</b>

## Lesson

<b>Starter: (10)</b> Class teacher to take 5 pupils aside and teach them the rules of a game. At the same time, TA or other adult to discuss with the remaining class pupils what their favourite playground games are and why. This could be a list on the board, a spider diagram etc.	<b>Activity 1: (15)</b> Take the class to the playground or hall and say “Now we are all going to play a game.” When you say go, only the children who have had the rules explained will be able to participate. Ask the rest of the class why they are not able to play – “Because we don’t know the rules!” Some children may have tried to join in incorrectly and may have broken the rules. Highlight the fact that rules are therefore very important to enable participation – and fairly! Explain the rules to everyone and play the game as a class. If time permits, teach and play a 2 <sup>nd</sup> new game, to help give the children ideas for when they create their own.
	<b>Activity 2: (25)</b> Pupils will create their own game in groups of 2-5, group size is the choice of the teacher. Photographs can be taken to show the different rules that must be followed, or games can be filmed and uploaded to the school’s VLE. Pupils must decide a clear set of rules for their game.
	<b>Plenary: (10)</b> Compile a class set of “agreed essential rules” that all pupils can then follow (where appropriate) during practical lessons such as PE, or in the playground. This may be in-addition to an existing class contract.
	<b>Homework:</b> Ask the children to notice times when their friends have followed these new class rules when playing online games together out of school and discuss how this has helped their online experience.
	Alternatively, ask the children to create a set of rules for their favourite online game, for display. This will be interesting because children are likely to choose similar games and therefore rules can be compared! (Ensure games chosen are age appropriate)

Visit <http://kidsmart.org.uk/teachers/onlyagame.aspx> for our KS2 “Only a game” drama script, lesson plans and resources – an excellent compliment to this lesson plan