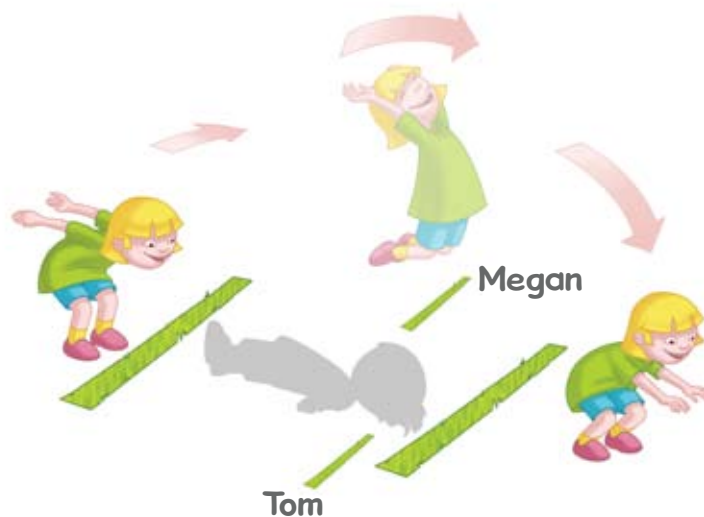


As they become more skilful

Jumping Jade



Let's 'Play to Learn'

- Read 'The Beach Party' story book and refer to the game in the story
- Draw around the tallest child using chalk, labelling some body parts
- Children estimate how far they are going to jump in one jump, two jumps, etc.
- Measure the children's achievements using standard and non-standard measures

Key words

- control, coordination, balance
- jump and land
- frog hop
- estimate, predict, measure
- tiny steps, giant steps, hands

Opportunities to:

- jump with confidence
- estimate, predict and measure
- recognise and name body parts

Resources

- Throw-down markers, feet markers
- Measuring sticks, chalk
- 'The Beach Party' story book

Questions

- How far can you jump?
- How far can you jump in tiny steps?
- How many jumps would you need to take to jump over Jade's head?

Safety & organisation

Ensure:

- the surface is clean and free from obstructions
- the jumping surface can absorb landing, e.g. gymnastics mats or grass areas
- children bend their knees on landing using 'Frog Hop' landing

Can you see the child?

- Jumping with confidence
- Estimating, predicting and measuring
- Recognising and naming body parts

most of the time

sometimes

- Allow the child to measure their jump first and then compare this to 'Jade' in order to provide a more accurate estimate
- Practise jumping using Technical Skills Cards
- Discuss names of body parts and label them

- Help the child identify how many jumps they might need to jump 'Jade' three times. Discuss why it might take more than they expected
- Challenge a child to jump over everyone's heights added together
- Play a game in pairs. One child throws a bean bag or object onto the floor. The other child has to estimate how many jumps they will take to get to that marker

Rich opportunities

- PSD, WB&CD: Social – understand that rules are essential in an ordered community, take turns, fair and unfair
- MD: Estimate the size of a measure; measure using standard and non-standard measures