 **KA229**

**LESSON PLAN Teachers: Marija Purgar, Katarina Czerny**

**Subject**: Sports

**Class/age of students:** 2nd, 7-8 years

**No. of lessons:** 1

**Topic:** Traditional (old) children’s games

**Objectives:**

-         Students develop basic motoric skills

-         They get to know and learn traditional games that children were playing in the past

**Learning/Teaching Methods:**

-         verbal-textual – explanation, observing, listening, discussion

-         demonstrational – demonstration of the game

-         eksperimental – experimenting

-         empirical learning – playing the game

**Learning/Teaching forms:**

- frontal, group work

**Items needed:**

- a scarf, collection of games and some gym exercises

**1.      Motivation/Introduction:**

Game 1: **Who is afraid of a boogeyman?**

 A child that we choose is a boogeyman. He or she stands on one side of a playground and all the other kids on the other. The boogey man cries out: “**Who is afraid of a boogeyman?” Children response** : **“No one!”** and they run towards the boogeyman.  The boogey man tries to catch them and whomever he or she touches, becomes the boogeyman’s “assistant” and helps him to catch as many children as possible. The boogeyman and his assistants may only run forwards.

 Some gym exercises

**2. Main part**

 Game 2: **The cat and the mouse**

 We use a countdown to choose two children – a cat and a mouse. The rest of  the children hold their hands and make a big circle. A mouse stands inside a circle, and a cat is outside. The cat tries to catch the mouse but children standing in a circle try to prevent him or her from grabbing a mouse: they hold their hands, lift them up or down, or step closer together and prevent the cat from entering inside a circle and catching a mouse. We play as long as the cat catches the mouse.

 Game 3: **Blind mice**

We use a countdown to choose a student that will be a blind mouse. We use a scarf to blindfold his/her eyes. We must, sure, secure the area!!! and draw boundaries so that the space isn’t too big for the blindfolded child.

The rest of the group teases the blindfolded student saying: “Hey, blind mouse, have some porridge!” or they say “Here I am”! The mouse must follow the voice. When the blind mouse catches the student, he or she becomes the next blind mouse.

**3.     Conclusion**

Game 4: **Statue throwing**

We divide children into groups, 5-6 children in each group. Each group has a “statue thrower”. He or she holds the hands of one student and they circle around as fast as they can grabbing each other’s hands tightly. The statue thrower lets loose a child’s hands and he or she must stay as he or she was when let loose by the thrower. When all students are thrown the thrower chooses the best looking statue and he or she becomes the next thrower.