8 North	Male learning Intentions set 1	Male learning Intentions set 2	Female learning Intentions set 1	Female learning Intentions set 2
	OAA	OAA	OAA	OAA
Lesson 1	Outdoor Tag/relay game One team in a square with tags on (TAG team), One team lined up along one edge of the square(chasers). X1 one at a time the chaser come in and try steal a tag, when they've done that they join back of que this repeats until all the Tags are out. Chasers need to strategize how to beat their time and get all the tag team out.	Outdoor Tag/relay game One team in a square with tags on (TAG team), One team lined up along one edge of the square(chasers). X1 one at a time the chaser come in and try steal a tag, when they've done that they join back of que this repeats until all the Tags are out. Chasers need to strategize how to beat their time and get all the tag team out.	Indoor: Hoola hoop games working as a team to beat the others: how to react faster which square is best to go to first, order of play. Noughts & Crosses Rock Paper Scissors	Indoor: Hoola hoop games working as a team to beat the others: how to react faster which square is best to go to first, order of play. Noughts & Crosses Rock Paper Scissors
Lesson 2	Indoor: Hoola hoop games working as a team to beat the others: how to react faster which square is best to go to first, order of play. Noughts & Crosses Rock Paper Scissors	Indoor: Hoola hoop games working as a team to beat the others: how to react faster which square is best to go to first, order of play. Noughts & Crosses Rock Paper Scissors	• Outdoor Tag/relay game One team in a square with tags on (TAG team), One team lined up along one edge of the square(chasers). X1 one at a time the chaser come in and try steal a tag, when they've done that they join back of que this repeats until all the Tags are out. Chasers need to strategize how to beat their time and get all the tag team out.	• Outdoor Tag/relay game One team in a square with tags on (TAG team), One team lined up along one edge of the square(chasers). X1 one at a time the chaser come in and try steal a tag, when they've done that they join back of que this repeats until all the Tags are out. Chasers need to strategize how to beat their time and get all the tag team out.
	OAA	OAA	OAA	OAA
Lesson 1	Outdoor Capture the Flag	Outdoor Capture the Flag Introduce the Jail	 Indoor: Trust games 	 Indoor: Trust games

	Introduce the Jail Remind them of roles responsibilities Increase the size of the area e.g. top pitch and bottom pitch.	Remind them of roles responsibilities Increase the size of the area e.g. top pitch and bottom pitch.	Blind fold games Sheep Pen students Develop listening skills, verbal skills importance of keeping instructions simple.	Blind fold games Sheep Pen students Develop listening skills, verbal skills importance of keeping instructions simple.
Lesson 2	• Indoor: Trust games Blind fold games Sheep Pen students Develop listening skills, verbal skills importance of keeping instructions simple.	• Indoor: Trust games Blind fold games Sheep Pen students Develop listening skills, verbal skills importance of keeping instructions simple.	Outdoor Capture the Flag Introduce the Jail Remind them of roles responsibilities Increase the size of the area e.g. top pitch and bottom pitch.	Outdoor Capture the Flag Introduce the Jail Remind them of roles responsibilities Increase the size of the area e.g. top pitch and bottom pitch.
Lesson 3	 Outdoor: capture the Flag 4 corner version Makes the game faster and students have to be hyper vigilant. 	 Outdoor: capture the Flag 4 corner version Makes the game faster and students have to be hyper vigilant. 	 Indoor: Blind fold games cont: Look at getting team mates across a mine field of cones. 	 Indoor: Blind fold games cont: Look at getting team mates across a mine field of cones.
	OAA	OAA	OAA	OAA
Lesson 1	Indoor/back of sports hall: River crossing: Using a bench/mat/ hoola hoop. Students work as a team to get across the sports hall.	Indoor/back of sports hall: River crossing: Using a bench/mat/ hoola hoop. Students work as a team to get across the sports hall.	 Outdoor: capture the Flag 4 corner version Makes the game faster and students have to be hyper vigilant. 	 Outdoor: capture the Flag 4 corner version Makes the game faster and students have to be hyper vigilant.

	If they touch the floor they have to start again	If they touch the floor they have to start again		
Lesson 2	Outdoor: Hoop game: Rock paper scissors Noughts and Crosses	Outdoor: Hoop game: Rock paper scissors Noughts and Crosses	Indoor/back of sports hall: River crossing: Using a bench/mat/ hoola hoop. Students work as a team to get across the sports hall. If they touch the floor they have to start again	Indoor/back of sports hall: River crossing: Using a bench/mat/ hoola hoop. Students work as a team to get across the sports hall. If they touch the floor they have to start again
	Cricket	Athletics	Rounders	Athletics
Lesson 1		Boys: Pacing lesson & 800m	Demonstrate an appropriate Ready Position and Long Barrier.	Girls: javelin
Lesson 2		Boys: 100m Sprint start & tech	Discus rules to bowling and identify effective technique	Girls: measure javelin
Lesson 3		Boys: javelin	Speed between bases. Recognise how to adjust body position for balls delivered at different heights in small group practices	Girls: Pacing lesson & 600m
	Cricket	Athletics	Rounders	Athletics
Lesson 1		Boys: measure Javelin	Perform a conditioned practice in a small group demonstrating previously learned skills of bowling and batting Show and discuss judgement in running between posts	Girls: 100m Sprint start & tech
Lesson 2		Boys: Baton Change over	A good fielder: Look at decision making	Girls: Shot Put

			Speed in the field and reaction time.	
	Cricket	Athletics	Rounders	Athletics
Lesson 1		Boys: Relay races	Game Play:	Girls: measure Shot Put
			Have 3 small teams: x1 batting team x1 inner field team x1 deep	
			field team Help students understand the	
			differences between inner fielding roles and deep field how they can	
			support each other.	
Lesson 2		Boys: Shot Put	Tournaments:	Girls: baton change overs
			Team captains x1 fielding	
			captain x1 batting captain on	
			each team	
Lesson 3		Boys: measure Shot Put	Tournament:	Girls: relay Races
			Playing to win, game of two innings	
			see if each team can improve	
			between each innings	
	Athletics	Softball	Athletics	Cricket
Lesson 1	Boys: Pacing lesson & 800m		Girls: javelin	
Lesson 2	Boys: 100m Sprint start & tech		Girls: measure javelin	
	Athletics	Softball	Athletics	Cricket
Lesson 1	Boys: javelin		Girls: Pacing lesson & 600m	
Lesson 2	Boys: measure Javelin		Girls: 100m Sprint start & tech	
Lesson 3	Boys: Baton Change over & races		Girls: Shot Put	

	Athletics	Softball	Athletics	Cricket
Lesson 1	Boys Shot Put		Girls: measure Shot Put	
Lesson 2	Boys: Shot Put & Measure		Girls: baton change overs & races	
	Softball	Cricket	Cricket	Rounders
Lesson 1				Demonstrate an appropriate Ready Position and Long Barrier.
Lesson 2				Discus rules to bowling and identify effective technique
Lesson 3				Speed between bases. Recognise how to adjust body position for balls delivered at different heights in small group practices
	Softball	cricket	Cricket	Rounders
Lesson 1				Perform a conditioned practice in a small group demonstrating previously learned skills of bowling and batting Show and discuss judgement in running between posts
Lesson 2				A good fielder: Look at decision making Speed in the field and reaction time.
	Softball	Cricket	Cricket	Rounders
Lesson 1				Game Play

	Have 3 small teams: x1 batting team x1 inner field team x1 deep field team Help students understand the differences between inner fielding roles and deep field how they can support each other.
Lesson 2	Tournaments: Team captains x1 fielding captain x1 batting captain on each team
Lesson 3	Tournament: Playing to win, game of two innings see if each team can improve between each innings