8 South	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.
Lesson 3	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.	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.
	OAA	OAA	OAA	OAA
Lesson 1	Indoor: Trust games	Indoor: Trust games	Outdoor Capture the Flag Introduce the Jail	Outdoor Capture the Flag Introduce the Jail

	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.	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.
Lesson 2	 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: 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. 	 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.
Lesson 2	Indoor/back of sports hall: Mixed Gender teams	Indoor/back of sports hall: Mixed Gender teams	Indoor/back of sports hall: Mixed Gender teams	Indoor/back of sports hall: Mixed Gender teams
	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	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	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	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

Lesson 3	Capture Flag	Capture Flag	Capture Flag	Capture Flag
	Mixed Gender or boys v Girls	Mixed Gender or boys v Girls	Mixed Gender or boys v Girls	Mixed Gender or boys v Girls
	Focus can they work together to be successful	Focus can they work together to be successful	Focus can they work together to be successful	Focus can they work together to be successful
	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
	Cricket	Athletics	Rounders	Athletics
Lesson 1		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
Lesson 2		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 3		Boys: Baton Change over	A good fielder: Look at decision making Speed in the field and reaction time.	Girls: Shot Put
	Cricket	Athletics	Rounders	Athletics
Lesson 1		Boys: Relay races	Game Play:	Girls: 100m Sprint start & tech

Lesson 2		Boys: Shot Put & measure	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. Tournaments:	Girls: Shot Put & Measure
Lesson 2		Boys: Shot Put & measure	Team captains x1 fielding captain x1 batting captain on each team	GITIS. SHOL PUL & IVIEASURE
	Athletics	Softball	Athletics	Cricket
Lesson 1	Boys: Pacing lesson & 800m		Girls: javelin	
Lesson 2	Boys: 100m Sprint start & tech		Girls: measure javelin	
Lesson 3	Boys: javelin		Girls: Pacing lesson & 600m	
	Athletics	Softball	Athletics	Cricket
Lesson 1	Boys: javelin		Girls: 100m Sprint start & tech	
Lesson 2	Boys: measure Javelin		Girls: Shot Put	
	Athletics	Softball	Athletics	Cricket
Lesson 1	Boys: Baton Change over		Girls: measure Shot Put	
Lesson 2	Boys: Relay races		Girls: baton change overs	
Lesson 3	Boys: Shot Put & Measure		Girls: relay 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

	Softball	Cricket	Cricket	Rounders
Lesson 1	Sortbuil	CHERCE	CHERCE	Speed between bases.
				Recognise how to adjust body position
				for balls delivered at different heights
				in small group practices
Lesson 2				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 3				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
Lesson 2				support each other.
LESSUII Z				Tournaments:
				Team captains x1 fielding captain
				x1 batting captain on each team