



Year 6 OAA

Key Vocabulary

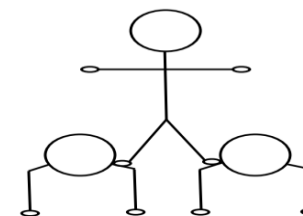
orienteering	To use a map and compass to navigate from point to point in unfamiliar terrains.
compass	A device that is used to find direction by means of a needle that always point north.
challenges	To solve a problem using good communication skills.
problem-solving	Working as a team to engage cognitive and affected thought
plan	To encourage pupils to talk to one another in the planning time before an activity.
team	Building trust and developing skills to solve problems.
scale	The scale of a map is the ratio of a distance on the map to the corresponding distance on the ground.
knot	An interlacing, looping of a cord or rope.

Unit focus :

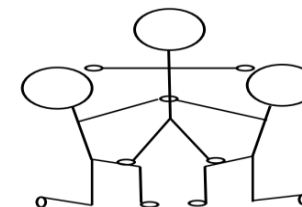
Use information given by others to complete tasks and work collaboratively
Undertake more complex tasks
Take responsibility for a role in a task
Use knowledge of PE and physical activities to suggest design ideas & amendments to games.

Reef Knot

A reef knot is a binding knot and is used to hold things together such as parcels or for tying a triangular bandage. It is a knot used with a single piece of rope and is not used to tie two different ropes together.



Balance 1



6 hours

Lesson 1

Can I work as a pair to follow and orient a map?
Can I select a correct travelling pace, e.g.
running, jogging or brisk walking pace?
Do I enjoy competing with others?

Lesson 2

Can I run as fast as possible under control?
Can I work as part of a pair to complete a scavenger hunt?
Can I successfully identify objects by a written description?

Lesson 3

Can I balance safely and with control?
Can I perform a pyramid balance as part of a small
group?
Can I suggest adaptations and variations to the
balances?

Lesson 4

Can I work collaboratively to complete a range of
paired and group activities?
Can I work efficiently as part of a team to
eliminate opposition?
Can I use the correct rules?

Lesson 5

Can I decide who should run and when in a team
running challenge?
Can I use speed and pace to run individually?
Can I use my knowledge of games to design a fun,
competitive game?

Lesson 6

Can I problem solve as part of a team?
Can I refine and adapt ideas?
Can I follow task instructions?

English / Maths Links:

Literacy: Use appropriate language to
give feedback to other groups. Work
with others to devise and participate in
a new game.

Numeracy: Select and apply symmetry
and asymmetry to balances