

Prior Learning

Worked well in a team or group within defined roles. Planned and refined strategies to solve problems. Identified the relevance of and used maps, compasses and symbols. Identified what they do well and suggest what they could do to improve.

Unit Focus

Explore ways of communicating in a range of challenging activities. Navigate and solve problems from memory. Develop and use trust to complete the task and perform under pressure.

We are learning...

1. to explore different ways of communicating with a blindfolded partner.
2. to navigate a space and record information accurately.
3. to use memory and observation to navigate
4. to use clear communication to recreate a shape as a team
5. to use creativity and problem-solving to build the tallest marshmallow tower
6. to send and interpret messages using Morse code.

Key Questions

1. Can you think of any real-life situations in which you need to remember and recall important information?
2. Can you think of any situations today in which Morse Code might be useful, for example, in an emergency?
3. What is a control point?

Equipment

Variety of ropes, hoops, bean bags, a variety of sports equipment, teaching resource cards, softballs, bibs/bands, marshmallows, spaghetti, whiteboard pen, bucket, water, and plastic cups.

Vocabulary

Challenge, plan, trust, solve, team, design, instructions, extend, orient, morse code, decipher, individual, signal.

Concept

A control point is a checkpoint within a route or course.



Assessment Overview

Head - Communicate using code.

Hand - Work at a high intensity for a sustained period whilst completing a task.

Heart - Explore and refine ways of communicating to best complete a set task.

