



Stay together







Lesson title:	 A) Students work in two groups. They sit in chairs in a circle. They start to move with music and the teacher put out a for each stop of the music. The students must find the way to stay on the chairs without touching the ground. The team with the most students in the chair wins. B) Each team have a big rope in their hands. They have to make certain knots without letting the rope from their hands 	
Place in series:	4 st Lesson C-D primary	
Requirements	Chairs, music	
(e.g., resources,	Long rope	
material)	Challenge cards withknots	
Time allocated to activities:	45'	
Location:	Indoors	
Broader Areas of PE learning	 Develop students' ability to cooperate, take quick decisions. Familiarise students with leadership skills, trust and confidence skills Engage students in making decisions about moving strategically. Moving fast, cooperate give and follow instructions. 	
SEL Competencies	 Self-awareness Self-management Problem solving, Communication skills 	
Basic topics	1. Introduction to the principles of team building	
from the OAE	2. Use the OAE activities for problem solving and critical thinking	
resources that	3. Leadership skills	
are being	4. Selfconfidence	
addressed:		
Methods/ Teaching strategies used	Cooperational learning Learning by doing	
Knowledge:	 Make knots Trust and effective communication Responsible decision making 	
Motor Skills/Abilities:	 Move fast, climbing skills Balance Take quick decisions for yourself and the team while moving 	
Assessement	 Summative (e.g., tests/surveys) 1. Tests for knots/ on paper /on line. 3. Evaluate the team cooperation, propose in team discussions Formative (e.g., portfolio materials) 1. Personal portfolio for tasks completed or to be completed, 2. Survey for self-evaluation 3. Activities evaluation 	











WORKSHOP developed for this purpose **Total Duration** 45 min Title and **Duration of Educator's Actions Description of Activity** Activity We create 4 teams of 5 players. - 1 player from each team start behind a cone with a hula hoop, facing his teammates across from him at the opposite cone. - On the signal, the players with the hula hoops will run across to their teammates and "save" or "rescue" the Set up: first person in line by placing the hula • We place 4 cones in the one side hoop over them. Then the two must of the schoolyard and 4 hula travel together back to the original hoops. cone. - To the other side we place - The one who was rescued then another 4 cones. becomes the rescuer and continues on Each team has a different color. to save the next person, etc, etc until all players have been saved and Activity: brought to the starting point. Hula Hoop Before will really get the players - Once all the teammates have been Rescue moving and working together, we rescued, the team must then join hands show the players how to "rescue" and race to pass the hula-hoop from a player step by step. person to person by passing their - During the game we encourage bodies through the hula hoop. communication between players -This teambuilding relay-type game will of the same team. really get the players moving and - After a round we discuss with working together. the players if they think they Hands may not come apart during the communicated well and how they hula-hoop pass. The team to complete can improve their communication. both tasks first wins a point or the round. + + + () 🖈 **(** () 🖈



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Balance	<text></text>	Set up: - We create pairs. - We give two ropes to each pair. We move around by encouraging players to: - focus on their balance and - find a way to make the opponent to lose.
Rescue	We create teams of 5 players. Each team starts from the "Danger Land" and is trying to cross the ocean in order to reach the "Fun Land" without touching the ocean. The players can stop at the island. Each team is allowed one boat (a floor scooter) and one rope. It is up to each group to figure out the best way to get their team across the ocean. If they touch the ocean they go back to the beginning.	Set up: - We set the "Danger Land" and the "Happy Land". - We place 4 mattresses (islands) between "Danger Land" and "Happy Land". - We give a rope and a floor scooter to each team. Activity: - We make sure that the players know the rules of the game. - During the game we encourage them to cooperate in order to find the better way to reach the "Happy Land" successfully. - We motivate them to move fast and have a good communication.
The magic rope	In pairs, we have our hands tied with a rope, but the opponent's ropes are crossed. We try to find a way to free ourselves.	Set up: - We tie the hands of the players with a rope. Activity:

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	We are moving around encouraging the players to: - think hard - to cooperate and find the solution.Solution	
Assessement	1. Quizz 2. Assignment	
Videos and/or Podcasts used	 Hula hoop resque <u>https://www.youtube.com/watch?v=wwEu1TgsFdk</u> Balance <u>https://fb.watch/pp65-bA-pG/</u> Resque <u>https://www.youtube.com/watch?v=6-iWixjiTsQ&t=3s</u> The Magic rope <u>https://www.youtube.com/watch?v=XTjlJ2MB87k</u> 	
Reading list (Titles of Articles/Books and their links online)	1. The magic rope <u>https://scienceoxford.com/wp-</u> <u>content/uploads/2021/01/SO-Challenge-The-Handcuff-Puzzle-instruction-</u> <u>sheet.pdf</u>	
Preparatory tasks for Teachers Training	They must know the Experiential learning theory, SEL pedagogical theory, Social learning theory, Adventure education theory	

