











	The aerial forest routes
Lesson title:	
	Students should make an aerial route between trees in order to move
DI ' '	their team from place A to place B
Place in series:	6 st Lesson E-F primary
Requirements	Maps of the route to a near forest
(e.g., resources,	Photos with knots, ropes, materials for knotting the ropes to the trees
material)	The state of the s
Time allocated to	45'
activities:	
Location:	Outdoors
Broader Areas of PE learning	- Develop students' ability to move in open space using alternative ways
	and orient themselves.
	- Familiarise students with maps
	- Engage students in making decisions about moving strategically towards
	specific directions, fast with a purpose and following instructions.
SEL Competencies	1. Self-management
	2. Responsible decision making
	3. Relationship skills
Basic topics from	1. Introduction to the principles of team building.
the OAE resources	2. Use the OAE activities for problem solving and critical thinking
that are being	3. Effective communication and leadership skills
addressed:	
NA other de/	
Methods/ Teaching	Learning by doing
_	Simulations, environmental learning
strategies used	
Knowledge:	1. Orient themselves
	2. Understand symbols.
	3. Reading maps
Motor Skills/Abilities:	1. Balance, Strength
	2. Decode the surrounding environment
	3. Take quick decisions/adaptation to the moving pattern
Assessement	Summative (e.g., tests/surveys)
	1. Tests for symbols/ on paper /on line.
	2. Small collective discussions.
	3. Survey for evaluation of the activity
	4. Check lists
	Formative (e.g., portfolio materials)
	Personal portfolio for tasks completed or to be completed, scores
	and reflection upon them
	2. Personal evaluation forms
	2. 1 Cradital evaluation forms

















WORKSHOP developed for this purpose **Total Duration** 45 min **Title and Duration Educator's Actions Description of Activity** of Activity In small groups, each player picks up Set up: a map at the start, negotiates the - Set up the equipment using the full course as shown, holding the map, length of space available. We need 2 and deposits the map in the box at map boxes, 6 cones, 5 mini hurdles the end of the line. or a ladder, 4 spots or small hoops, 2 - The player then run back round the large hoops or buckets, Stop watch outside of the line of equipment to (one for the whole activity), Resource tag the next person, who then starts. Obstacle map, Resource Score sheet. - Carry on until the final whistle is Only 1 copy is needed per team. blown. - One set of equipment is needed for - The total number of maps each group. deposited in all the boxes at the far Put the players into small groups. Orienteering end is then the team score. These do not have to be the same Obstacle Challenge size. - Allow practice time, then time the Throw bean bag into bucket from cone, then place map in box. 'competition' for a set time which is Walk carefully over the footbridge. Pick up a bean bag, walk to cone, balancing bean bag on head. the same for each group – e.g. 5 minutes Cross the swamp by jumping from stepping stone to stepping stone. Activity: We encourage: Step over fallen branches - the player to stay focused on the route Dodge through the trees. the team to support the player map box Start. Pick up a map. One group stands on the places to Set Up: the left of the middle square. The The squares can be defined by other group stand to the right. Both chalk, masking tape or scrap paper groups face the middle unoccupied and must be laid down in a straight square. Using the moves outlined line, ensuring that there is one below, the participants on the left more place than the total number Traffic Jam side must end up on the places on of participants. The squares should the right side, and vice versa. be an easy step from each other. A participant may only move Activity: forward. Once the task is completed, we discuss the outcomes • A participant may move forward one space into an empty space.



















• A participant may move forward around one person into an empty space.

Thus

(A) Either 1 or 2 may move into the



(B) 1 may move into the empty space



- Only one person moves at a time.
- Only one person may be on a square at a time.
- A participant may walk on the ground to get from one square to another. The problem is not staying off the ground while moving from square to square, but the sequence in which people move.

As the group succeed in completing the task it may be discovered that one person giving the commands is the most effective way of solving the 'traffic jam'.

Ask the group to repeat the task a number of times. A leader should emerge who gives instruction, while the others follow his / her directions.

Rules:

Spider's Web

- All team members must go through a web opening.
- Once an opening is used, that opening may not be used for further passage.
- No person may touch the web with any part of the body.

Set up:

We need 2 volleyball stands, well secured or 2 trees a suitable distance apart (3 – 5m apart) We use ropes to create a web like the picture below:





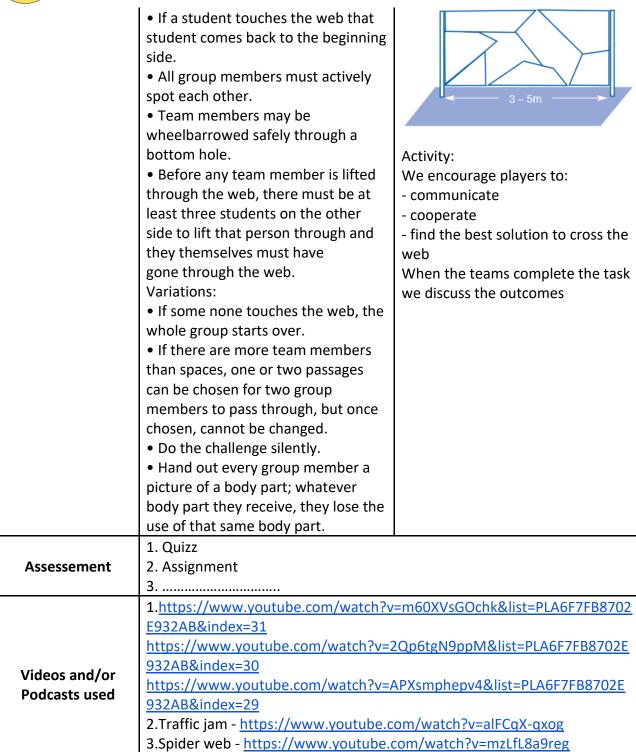




























Reading list (Titles of Articles/Books and their links online)	 A complete introductory orienteering activity package for schools https://www.britishorienteering.org.uk/images/uploaded/downloads/schools trioresources.pdf Traffic jam https://brilliantpathways.org/wp-content/uploads/2019/04/traffic jam teamwork.pdf The Spider Web https://harrison.osu.edu/sites/harrison/files/imce/T Resources/Spider%20Web pictureless.pdf
Preparatory tasks for Teachers Training	They must know the Experiential learning theory, SEL pedagogical theory, Social learning theory, Adventure education theory

