

As they progress

# Crazy Capers

## Let's 'Play to Learn'

Encourage the children to explore:

- The activities on Crazy Capers as they develop but sorting objects into 3 or more categories e.g. colour or size. Work with a partner or small group to complete a relay
- As above matching numbers to pictures e.g. the number 5 to a picture of five fish, etc.
- As above - matching letters to simple words e.g. does the letter 'a' go with pen or cat?
- As above - sorting jigsaw pieces to complete simple jigsaws. Divide several jigsaws amongst the groups, children take one piece and run to the place they think that piece belongs to in order to for each pair/group to contribute to completing each jigsaw. Place a picture of the completed jigsaws at the start and one in each of the designated areas
- As above - threading beads onto a lace
- Any of the above activities - placing objects into a pram/trolley/cart and pulling the cart to a designated area, unloading objects and complete the task/or throw objects to a child to catch
- Place objects in a bike/tractor/trailer - ride vehicle towing objects to designated area, unload objects and complete the task/throw objects to a child to catch
- Kicking different balls into a space, chasing after them to pick up/retrieve, carry and place in a designated area or throw/kick to a target or a child and then return to start



## Resources

- Throw-down markers/chalk markings
- Bean bags, soft toys
- A variety of balls including 'Fit' balls
- Quoits
- Balloons
- Hoops, marker cones, skipping ropes
- Prams, carts, trolleys
- Threading beads/laces
- Resource Cards (numbers, letters, pictures, problems)

## Questions

- What rules have you made up?
- What do you have to do to make sure everyone is safe when you are kicking the ball?
- What is most difficult about this activity?
- How can you and your partner help one another to improve at this activity?

## Opportunities to:

- develop increasing control and coordination in running around obstacles
- explore simple tasks (physical and cognitive) using a variety of equipment for longer periods of time
- work safely in a space
- develop competence in manoeuvring bikes and cars

## Key words

- control, coordination, balance
- choose, select, solve, think, work out, sort, match, thread
- carry, place, roll, throw, kick, chase, follow, pick up, catch
- walk, run, foxes, jump, hop, jump for distance, pull
- relay, teamwork, take turns

## Safety & organisation

Ensure:

- the surface is clean and free from obstructions
- children work in 'gardens'

## Can you see the child?

- Developing increasing control and coordination in running around obstacles
- Exploring simple tasks (physical and cognitive) using a variety of equipment for longer periods of time
  - Working safely in a space
- Developing competence in manoeuvring bikes and cars

sometimes

most of the time

### Encourage the child to:

- practise each aspect before playing the game
- sort into fewer categories
- have thinking time and discuss the solutions to the problem before they start to run
- initially work in a 'garden' by themselves
- initially ride tricycles or scoot on a balance bike

### Encourage the child to:

- explore a more complicated and longer route to the designated area, e.g. stepping stones, balance beam, parachutes
- throw or kick objects to small targets
- try and beat their best time/score

### Rich opportunities

- LLC: Reading – use their knowledge of letters and sound symbols relationships to read words and establish meaning
- MD: count, order, add and subtract numbers when solving problems involving up to 10 objects. Sort and classify objects demonstrating the criterion they have used