

Date	Class level Third Class and Fourth Class	Subject Physical Education
Strand Games	Strand Unit Creating and Playing Games.	
Title Lighthouse and Rocky Shore Game.		
Objective(s) The aim of the lesson plan is for children to play playground games, learning about the lighthouses in Ireland.		
Learning objectives		Learning activities
<p>The Child should be able to:</p> <p>Engage in fun warm up and cool down activities.</p> <p>Develop an understanding about lighthouses and where they are around Ireland.</p> <p>Develop an understanding of how lighthouses are used to help ships and boats avoid rocks.</p> <p>Discuss ways to adapt the game.</p>		<p>Talk and Discussion: Begin the lesson by displaying a map of Ireland on the Interactive White Board. The children observe that Ireland is an island completely surrounded by water. Many ships use the waters around Ireland often at night and in dark and treacherous weather conditions. Something has been put in place to keep these boats safe from crashing into the land and rocks. Elicit from the children what they think this may be. Elicit the word lighthouse. Have any of the children ever visited a lighthouse? Where was it? See if the children can mark the Irish lighthouses that they have visited on the map.</p> <p>Directed Approach: Speak with the class about PE safety, in order for everyone to have an enjoyable lesson rules about good behaviour must be followed. Engage in warm up activities with the class. Divide the class into pairs. Each pair selects a leader. The other person must mimic the leader's actions as they embark on an imaginary deep sea dive. Tell the children to emphasize arm movements etc. Do they know any swimming strokes that they could mimic?</p> <p>Guided Discovery:</p>

	<p>Divide the class into small groups of seven or eight students per group. Provide each group with a set of role cards and ask students to select one. This will result in each group having one lighthouse, one ship and one captain, one port, while the remaining students are rocks that are located between the port and the lighthouse.</p> <p>Explain the game 'Lighthouses and Rocks' to the class. Describe to the students how the ship will be blindfolded and that the rocks will be placed around the lighthouse (A head torch is a fun prop to get the lighthouse to wear). The captain needs to guide the ship from the port, past the rocks to the far side of the lighthouse using directions such as; take three steps right, turn a quarter anti-clockwise, move forward two steps. The objective of the game will be for the ship to make it safely from the port, past the rocks and around the lighthouse.</p> <p>Allow the students to play the game a number of times with the children switching roles.</p> <p>Discuss with the children how this game could be adapted or made more difficult.</p> <p>Cool Down: Tell the children to occupy a space bubble where they have enough space to move around without impinging on any other class member. Get the class to run around as a speed boat, they gradually slow down as the speedboat approaches the shore. The children engage in stretches and breathing activities.</p>
	<p>Resources</p> <p>Map of Ireland</p>

	<p>Large Space</p> <p>Head Torch</p> <p>Role Cards (attached)</p> <p>Blindfold</p>
<p>Differentiation Higher and Lower order questioning. Differentiate group activities and roles to account of individual needs, by support, task. Mixed ability pairing.</p>	
<p>Assessment Teacher Observation and Questioning</p>	
<p>Linkage and Integration History: Ask students to research images of historical lighthouses and to compare them with images of modern ones. Geography: Locations of lighthouses around Ireland. Ask students to mark a selection of these on a Map of Ireland on the Interactive White Board. English- Reading: Ask students to read one of the books from the Lighthouse Keepers Series by Ronda and David Armitage if they are available in the school or local library.</p>	

Role Cards

Lighthouse



Captain



Ship



Port



Rocks



Rocks



Rocks



Rocks

