

Year 5 – Outdoor Adventurous Activities – Communication and Tactics

What it looked like last year...

- Explore how to work as part of a team.
- Develop communication and collaboration skills.
- Develop problem solving skills.

Vocabulary (Definitions)

Communication

Collaboration (working together)

Teamwork

Leadership

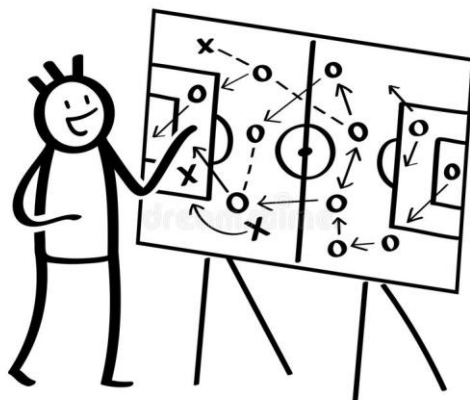
Tactics

Encourage

Responsibility

Observe

Effective (works well/good)



What it looks like next year...

- Follow a plan / route correctly.
- Orientate and read a map, identifying key features and locations.
- Travel to set points in the correct order.

Sequence of Learning

1. **Creating and applying simple tactics: Noughts and Crosses** (I can say what makes an effective team with a focus on creating tactics).
2. **Developing leadership: Noughts and Crosses** (I can say what makes an effective team leader).
3. **Developing communication as a team: Rock, Paper, Scissors** (I can say what makes an effective team with a focus on collaboration and communication).
4. **Communicating as a team: Code Breakers** (I can develop my communication and collaboration skills).
5. **Communicating to collaborate effectively as a team: Island Hopping** (I can develop the skills required to make an effective team).
6. **Communicating to create defending and attacking tactics as a team: Capture the Flag** (I can consolidate the skills required to make an effective team).



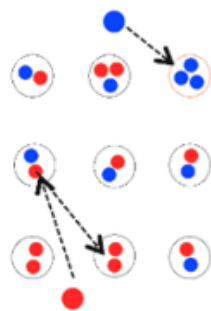
Cultural Capital

- To be able to work effectively as part of a team, applying communication skills and creating and using tactics.
- The real life knowledge that links is: tactical thinking, teamwork, problem solving, leadership skills.
- The jobs that it can be used in are: business manager, construction worker, sports manager, press.

Team Noughts and Crosses

Structure

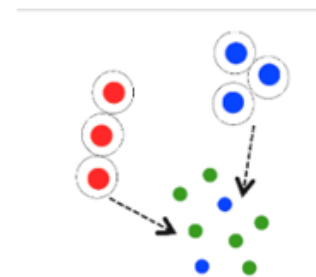
- Layout 9 hoops in rows of 3. Split the class into teams of 5. Each team starts with 10 cones (these need to be the same colour).
- Pupils take turns to place one of their teams' cones into a hoop. Each hoop is allowed up to 3 cones inside it. Teams are allowed to move their cones between the hoops.
- The first team with 3 of their cones inside a hoop are the winners.



Island Hopping: Treasure in the Ocean

Structure

- Split the class into equal teams.
- Each team starts with 3 hoops.
- Layout objects across the playing area.
- Choose a number value. Pupils must collect the total value of points from the objects on the floor. The first team to collect the exact points value are the winners.
- If a pupil touches the floor, their team must restart the challenge.



Crack the Code

Structure

- Split the class into teams of 4; choose a pupil to be the team leader.
- Place the relevant number of cones at the opposite end of the playing area.
- Pupils take turns, to run to the cones, trying to match them up with the sequence on the card.
- The team leader is only allowed to tell the team member who created the sequence the number of cones that are in the correct order.
- The team that matches up the sequence the quickest is the winner.



Capture the Flag

Structure

- Split the class into equal teams. Pupils wear tags.
- Mark out a playing area with a zone for each team. Teams begin in their zone with a flag (bib).
- The aim of the game is for teams to capture the other team's flag, returning it to their zone, without being tagged.
- Each time a team successfully captures another team's flag, they score a point. The team with the most points at the end of the allotted amount of time are the winners.

