

Knowledge Organiser: Year 6 OAA

Prior Learning:

Explored ways of communicating in a range of challenging activities. Navigated and solved problems from memory. Developed and use trust to complete the task and performed under pressure.

Unit Focus:

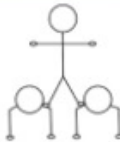
Use information given by others to complete tasks and work collaboratively. Undertake more complex tasks. Take responsibility for a role. Use knowledge of PE and physical activities to suggest design ideas & amendments to games.

Head: Use knowledge of games in PE to suggest adaptations and variations to activities.

Hand: Refine and adapt ideas in group task.

Heart: Takes responsibility for a role in a task.

Equipment needed: Variety of ropes, hoops, bean bags, a variety of sports equipment, teaching resource cards, softballs, bibs/bands, compass, egg, cups, straws, paperclips, tape, scissors.



Balance 1



Balance 2

Key Vocabulary/Skills

Follow and orient a map.

Identify objects in scavenger hunt.

Pyramid balances.

Tie a reef knot.

Game design.

Maps, diagrams, scale, symbols, orienteering, compass, challenges, design, instructions, extend, knot, orient.

Key Questions:

1. Did their designs change or evolve?
2. What are the key uses for a reef knot?
3. What are the traits or characteristics of good leadership and teamwork?

Concepts:

A reef knot is a binding knot and is used to hold things together such as parcels or for tying a triangular bandage. It is a knot used with a single piece of rope and is not used to tie two different ropes together.



Year 6 Spring 2