

'My Outdoor Classroom' Lesson Plan

School Curriculum and Standards Authority (SCSA) - Curriculum Links

- *Years 3 and 4 Health and Physical Education:* Locomotor skills: run, jump, hop, dodge (ACPMP043)
 - *Years 3 and 4 Health and Physical Education:* Movement skills that combine the elements of effort, space, time, objects and people (ACPMP047)
 - *Years 5 and 6 Health and Physical Education:* Fundamental movement skills demonstrating adjustment of force and speed to improve accuracy and control (ACPMP061; ACPMP065)
- Years 5 and 6 Health and Physical Education:* The
- manipulation and modification of the elements of effort, space, time, objects and people, and their effects on movement skills (ACPMP065)

Texture Tag

Activity 4

Resources:

- None
- A clear place for racing

Introduction

Texture Tag is a game of Tag with a twist: rather than players tagging each other they need to identify and tag a particular texture in the environment.

Before You Head Out

Explain to the students that anything that has a surface has a texture. Artists use texture to make objects appear real and to add interest with brush strokes or by implying texture with shading, or varying the size and intensity of repeating lines.

Think, Pair, Share: students brainstorm all the words they know which describe texture. 8 words- fair, 12 words – good, 15 words – very good, 20 words – excellent!

Texture Tag Activity Steps

- 1 Decide on the area which will be used to play Texture Tag and set the boundaries. Look for an open space without tripping hazards where the students can freely move.
- 2 Scout the area for objects that would be unsafe to touch. Make anything rusty, sharp, or slippery off limits for this game. Teach the difference between risk versus hazard.



Texture Tag Activity Steps (continued)

- ③ Give the students five or ten minutes to explore textures, touch leaves, bark, buildings, the ground...
- ④ Regroup to describe and share the textures found within the game area and decide on a home base together.
- ⑤ Choose a caller who selects a texture (that will not have the whole group running towards it because it is too specific) and shouts it to the players. "Run and touch something..."
- ⑥ Players race to find an example of the texture and tag it as quickly as possible and then stay there until the next call.
- ⑦ Play as many rounds as there are textures and choose a new caller for each round. Try varying the game with the caller giving the locomotor movement (e.g. run, jump, hop, dodge) and the texture.

Reflection/Discussion

As a class, reflect on the vocabulary used during Texture Tag. Write the words down to create a Texture Word Wall. Use those words to create a poem about textures.

Elaboration/Extension

Chain Tag: players jog around the area until they are caught by a chain tagger. Then they join the chain by holding their hands. Everyone who gets tagged joins the chain.

Scarecrow: players jog around the area. If they are tagged, they must stop and stand like a scarecrow with arms and legs spread. The scarecrow can only be freed by another player crawling through their legs. More than one player can be a tagger.

Recharge: 1-3 taggers try to tag the other players. All the energy/life is zapped out of players when they are caught. They can only get back in the game by visiting the recharging station where they must complete a specific exercise; e.g. a two-footed jump from hoop to hoop (four hoops), ten star jumps, five hops and so on. Change the recharge activity each round of the game.

Balance Tag: students move around avoiding the balance taggers. If they get tagged, they must freeze and create a balance position of their choice. They can only be freed by another player who mirrors the balance and holds it for five seconds.

Teacher Observations

What worked well:

What would I do differently next time:

Curriculum Links

Extra detail relevant to year groups can be found by following the Curriculum link to SCSA. Elaborate on, extend, and integrate this activity with other learning areas where possible.

- *School Curriculum and Standards Authority*
<https://k10outline.scsa.wa.edu.au/home/teaching/curriculum-browser/health-and-physical-education>



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Print the Nature Passport Booklets for your students to use with this lesson!

