

Focus plan for Physical Development

Activity - Stop! Ambulance! Date -

Learning intention

Show awareness of space, of themselves and of others.

Move spontaneously within available space.

Resources

Outdoor space

Large wheeled vehicles (trikes, cars, bikes, hobby horses, buggies)

Bell

Torch

How the activity will be carried out

Let the children choose some kind of transport to 'drive', or to be a person walking, or pushing a buggy. Invite two children to be ambulances. Give one the bell and the other the torch. Explain to the children that they should peddle/walk/push about until they hear the bell and see the torch flashing on and off. Then they must stop moving and get out of the way of the ambulances who will need to rush through to an emergency! Support the 'ambulances' in ringing the bell and flashing the torch. Did everyone stop? Did they make room for the ambulances to get through? Swap the children over and see if they can act more quickly this time.

Questions to ask/Language to use

Make a space/stop/fast/slow/siren/blue light/flashing/emergency/quickly/out of the way/round/through/between

Differentiation (Birth to Three)

Have a selection of small world ambulances and a road mat out with the bell and torch, for children to repeat the game on a smaller level themselves.

Extension

Play a similar game inside. Throughout a session at different times ring a bell. When the children hear it they have to stop what they are doing and go to a previously agreed place, e.g. the role play area.

Evaluation