

National Curriculum Reference: KS 2 Maths Ma3 Shape, space and measures 3a; ICT 5b

Aim: To raise the children’s awareness of safety at the beach, recognizing dangers and understanding how to deal with them.

Objectives:

- To visualise and describe movements using appropriate language
- To work independently and with others to explore a variety of information sources and ICT tools

Assessment/Success Criteria: Most pupils will be able to produce an accurate set of instructions but will need to amend them to make them correct. Some pupils will not have progressed as far and will have produced a set of instructions but made mistakes with directions and distances. Others will have progressed further and will have produced an accurate set of instructions with little need for amendment.

Teacher Notes: The beach risk game can be found on the website www.rnli.org.uk/shorething. It would be appropriate to have a good look at this activity on the website before proceeding with the lesson plan.

Resources: Pencil, paper, squared paper, Roamer and logo software if possible.

Key Vocabulary:

- Danger
- Emergency
- Groyne
- Flags

Lesson Plan:

Timing	Section	Activity
10 mins	Introduction	Look at the beach risk game on the website www.rnli.org.uk/shorething and discuss the four safety rules. Make a list of the rules and display so children can refer to them throughout the lesson. If using a Roamer remind the children of the procedure and appropriate language e.g. forward, right turn 90°, left turn 90°, etc.
10 mins	Activity	Clear a large space in the classroom or the hall and place a few chairs, cushions, books or other obstacles around the space. Explain to the children that they are to imagine that these are some of the dangers similar to those seen on the beach risk game. Choose a start point and ask a volunteer to stand at the spot. Ask a second child to guide the volunteer from the start to another point in the room avoiding all dangers, using appropriate language. Repeat the activity with different children and use the roamer if possible.
20 mins	Independent work	Ask the children to design a plan of a beach on a sheet of large squared paper. They should include a range of dangers or obstacles similar to those seen in the beach risk game and mark the start with a letter A and finish with a letter B. Once complete each child should write down the procedure for getting from A to B on a separate sheet of paper and keep to one side. Ask each child to swap beach plans with a partner. Write out the procedure for getting from A to B in the new plan avoiding all dangers. Check and amend if necessary.
10 mins	Extension activity	Working in pairs use the roamer to move around obstacles from a given start to finish or alternatively extend the activity with the computer programme Logo.
10 mins	Plenary	Re-visit the key learning points about beach safety.