

# Grade 8

# Lesson 4

Lesson plan					
Lesson theme	Take part in a sporting scavenger hunt	Grade	8		
Duration	50 minutes	Date/week			
Context					
<ul><li> Physical developm</li><li> Movement focus: I</li></ul>					
Linking with previous lesson		Linking with next lesson			
Learners improve their fitness levels.		N/a.			
Core knowledge					
N/a.					
Learning activities an	d assessment				
<ul><li>Warm-up</li><li>Learners complete</li><li>Cool-down.</li></ul>	a scavenger hunt and do various activities alor	ng the way			
Forms of assessment		Resources			
Checklist		Worksheets			
• See 'Learner assessment' in the 'Checklist for evaluation' at the end of the lesson.			ns such as rugby posts, soccer goals, hasketball court/hoop etc.		
Expanded opportunities		Teacher reflection			
• Encourage learners their overall fitness	s to find activities that will help them improve s levels.	• The scavenger hunt is have fun.	a great way for learners to get fit and		

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# Lesson 4: Take part in a sporting scavenger hunt (50 minutes)

#### 1 Outcomes

#### By the end of the lesson learners should be able to:

- Participate in group work actively
- Work through a series of cryptic clues that will lead them to a number of destinations
- Race against other groups to complete the scavenger hunt course in the quickest time.

## Teacher's corner

#### Setting up

- Decide on a number of sports-related locations that you wish learners to locate
- Create a cryptic clue for each location and have these printed on a worksheet similar to the one included in this lesson plan. Alternatively, adapt the worksheet included here
- Divide the class into groups of equal size with approximately 5 or 6 learners per group, depending on your class size
- The winning group is the one to complete the scavenger hunt course in the quickest time

For lesson 4 you'll need the following equipment:

- Worksheets
- Sports-related locations such as rugby posts, soccer goals, tennis/netball courts, basketball court/hoop etc.

# **3** Activities

#### Activity 1: Warm-up (5 minutes)

Plan a warm-up exercise based on the warm-up and dynamic stretching exercises found on pages 3 to 7.

#### Activity 2: Instructions and administration (5 minutes)

- Provide each group with the worksheet containing the cryptic clues that you have designed as well as a control card (see 'Control Card' on page 26).
   All learners are required to assess their team mates and hand the Control sheet back at the end of the lesson.
- 2. Inform learners that the clues on the sheet all relate to sports-related locations.
- **3**. Inform them that they are to work out the location, move to it and then perform the activity there which is hinted at in the clue.
- If learners find that they need to measure something at a location, inform them that they should pace this measurement out and record the number of paces as the measurement.
- 5. Provide learners with a time by which they must have returned to the learning area, regardless of whether they have managed to visit all the locations or not.
- 6. The winning group is the one that completes the scavenger hunt course in the quickest time and has carried out the activity at each location correctly.



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#### Activity 3: Scavenger hunt (25 minutes)

Learners work in their groups to complete the scavenger hunt. Answers to locations included in worksheet: Location 1: Tennis court

- Location 2: Rugby posts
- Location 3: Soccer goals
- Location 4: Cricket wicket

#### Activity 4: Cool-down (10 minutes)

Plan a cool-down exercise based on the cool-down and stretching exercises found on page 8.

Wrap up (5 minutes) Collect all the worksheets to assess which group is the winner.

#### 5 Assessment

- Peer assessment: The team rates the learner's level of performance using the criteria on the control card below
- Mark off participation in lesson on the class list and complete the 'Checklist for evaluation' below.

Activity	Question	Yes	No
Scavenger hunt	<ul> <li>Were learners able to work as a group to complete the scavenger hunt?</li> <li>Were they able to work through a series of cryptic clues to lead them to a number of destinations?</li> <li>Were they able to race against other groups to complete the scavenger hunt course?</li> <li>Did all groups complete the course in the time allocated?</li> </ul>		
Teacher reflection	<ul> <li>Did the activity help learners have fun while getting fit?</li> <li>If you had to repeat the lesson, what improvements would you make to</li> </ul>	o it?	
Learner assessment	<ul> <li>The team rates the learner's level of performance using the criteria on the control card. Add up each individual's score and generate an average score for each learner.</li> </ul>		

# **Control card**

Learner's name:	Wow (10) / looking good (7) / needs improvement (4) / limited input (2)
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### Worksheet: Grade 8, lesson 4

Clue 1: Singles or doubles, ladies, men or mixed	. The ace is always a winner. How many rectangles make up this playing area?

Location:

Number of rectangles:

Instruction: Complete 20 sit-ups.

Clue 2: Where Webb Ellis stopped running and spoiled a game of soccer, he raised the bar. How many learners in your group can jump and reach the bar?

Location:

Number of learners jumping the distance:

Instruction: Jump as high as possible 15 times.

Clue 3: In the USA it is called the 'onion bag'. England calls it the 'net'. South Africa screams 'Laduma'. How wide is it?

Location:

Measured width in paces:

Instruction: Perform 15 push-ups.

Clue 4: It is flat, rolled, has cracks, can be dead, lively, turning or dry. Would you like to score a run on it? How many paces would it take you to do this?

Location:

Number of paces:

Instruction: Jump as far as you can 15 times.