### Upper Key Stage 2 (Year 5 & 6) ACTIVE AT HOME

We all know the benefits of being physically active.

When times are tough and it is difficult to get outdoors, it can be quite tricky to come up with ideas to keep the children occupied and active.

With modern technology, there are numerous websites available to support physical activity at home; not just for children, but for the whole family.

Most activities only take around 5-30 minutes to complete, so it can fit easily into the day.

Here are some ideas and resources we think you might find useful placed in a weekly activity timetable. You can adapt the timetable to suit your own needs!

If you have any further activities you recommend, please let us know and we can share them with everyone else.



Check out our social media channels and tag us in any of your activities

Facebook - @DurhamClsSSP <a href="https://www.facebook.com/DurhamClsSSP/">https://www.facebook.com/DurhamClsSSP/</a>

Twitter - @DurhamCLS\_SSP https://twitter.com/DurhamCLS\_SSP



# <u>Durham & CLS School Games – Physical Activity Timetable</u> <u>Week 14 – Higher Key Stage 2 (Year 5 & 6)</u>



	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
PHYSICAL ACTIVITY	Ball Skills  Tricks to help improve your reaction and catching abilities.  Check out the video here!	Jump Start Jonny <u>Click here for video!</u>	Physical Challenge  Be active for 30mins with these child friendly fitness activities.  Click here for video!	Adult home learning  15mins boxing workout for parents to join in with the children.  Click here for video!	Be active for 60 minutes using transport.  For example Balance Bike, Scooter, Bike, Skateboard or even walk.
SCHOOL GAMES VALUES ACTIVITY	Self belief  Set a goal for the week a head. It could be 30mins exercise a day, learn a new skill increase practise of a particular sport you play.	Passion  Can you play or are learning a musical instrument?  Make a video of you playing a new song, even upload as a TIK TOK and become a sensation.	Respect  Create a game using outdoor space with a sibling or a family member.  It could be on a trampoline, using a football goal or even a basketball hoop.	Determination  Get constructing. Do you play LEGO or Minecraft? Take some time to let your imagination run wild and build a house, town car or even a sports stadium.	Teamwork  Work together as a family. Can you help your family do chores around the home or with washing the car?  You will be counting steps and even exercising.
CHALLENGE ACTIVITY	Blanket Ball  Grab a friend or family member and give this challenge a go!  See challenge on slide 3	Virtual Cricket Competition  Enjoy playing Cricket? Compete against others to show case your skills.  Click here for video link!	Not in my Back garden  See Challenge on slide 4	25 Ways to get Moving  Attempt to perform 2-3 activities during the week.  See challenges on slide 5	Pirate Fleet  See Challenges on slide 6

## BLANKETBALL

AGE: 5 to 11

NUMBER OF PEOPLE: 2+

SPACE NEEDED: Living Room or Garden

EQUIPMENT NEEDED: Blanket, soft ball or rolled up socks

### **HOW TO PLAY:**

In pairs, hold the corners of a blanket tightly. Place a soft ball on the blanket and stop it from touching the floor. You can try tossing it up in the air and catching it.

If there's another pair playing you can try to bounce it to each other. This must be done outside.



### NOT IN MY BACKYARD

AGE: 5 to 11

**NUMBER OF PEOPLE: 2+** 

SPACE NEEDED: Living Room or Garden

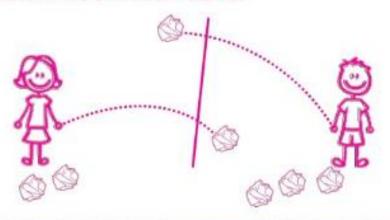
**EQUIPMENT NEEDED:** Soft items: scrunched

up newspaper, rolled up socks

### **HOW TO PLAY:**

Split the room and people in 2. If indoors, sitting down, you have I minute to get rid of all the items on your side by throwing them onto the other side, whilst the other team is trying to do the same.

At the end, count the items you have on your side. The team with the least after a minute wins the first round.





# PIRATE FLEET

AGE: 5 to 11

NUMBER OF PEOPLE: 2+

SPACE NEEDED: Living Room or Garden

EQUIPMENT NEEDED: 4 standing toys each.

1 pair of socks

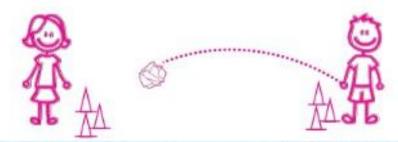
### **HOW TO PLAY:**

2 to 5 metres apart, set up some standing toys at your feet. You are the captain and the toys are your pirate ships.

Take turns to throw a cannonball (rolled up socks) at your opponent's ships. If you knock one over, you go and get it and add it to your fleet.

You are not allowed to protect your fleet.

To make it harder, only count direct hits as you can imagine the floor being the sea and the cannonballs would sink.



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