

Outdoor Learning Experience (6 years old)

Learning Experience: Tic Tac Toss	Shared by: Cheryl Chang
Environment: Open outdoor space such as grass patch, multi-purpose hall, void deck (back-up)	Estimated time: 30 minutes
Children’s prior knowledge: Children are aware of the cues for a throwing sequence (e.g. step-swing-throw) and have learnt to make judgement for distance and use of different strengths for throwing different objects to different distances. They are also aware of how to play the tic-tac-toe game.	
What children will experience (NEL Learning Areas): Language & Literacy: <ul style="list-style-type: none"> • Children will develop print-letter recognition and interact with more complex use of language to communicate with peers and coordinate play. Numeracy: <ul style="list-style-type: none"> • Children will learn to strategize to place three connecting marks in a horizontal, vertical, or diagonal row. They will identify and name the objects by attributes. Motor Skills Development: <ul style="list-style-type: none"> • Children will develop awareness of different strength required for tossing different objects using the underarm toss. Social and Emotional Development: <ul style="list-style-type: none"> • Children will increase their social skills by working together, develop turn-taking skills and build self-confidence. 	Suitable for: <ul style="list-style-type: none"> • 6 years old
What you will need: <ul style="list-style-type: none"> • Designate a large outdoor play area with clear boundaries that has room for children to be able to throw/toss 	Benefit-Risk Assessment: <u>Benefit:</u>

- 8 children in each group, split them into 2 teams (e.g. Team 1 and 2)
- For each group:
 - Create a tic-tac-toe grid using 4 long and thin branches
 - 5 of each (stones/rocks, twigs/sticks, fruits, seeds, flowers, leaves)
 - A hoop (stand inside the hoop and toss)
 - A start line

- Children will enhance their perceptual judgments on distance and the strength required to throw an object at a target using the underarm toss in a large open outdoor space.

Risk:

- One possible risk is children might trip and fall over while running to the tic-tac-toe grid.

Management:

- Have children dress in suitable attire e.g. covered shoes.
- Allocate sufficient number of teachers to and supervise the children.
- Before going out, prepare children for the outdoor activity. Let the children know where they are going and where they can explore by setting boundaries. Go over the boundaries again when they get outdoors.
- Apply insect-repellent.
- Bring along first-aid kit.

How to make it happen:

1. Mark a start line and make the tic-tac-toe grid at the other end about 5 metres away and place a hoop 2 feet away from the tic-tac-toe grid.
2. Split group of 8 children up into 2 teams at the start line.
3. Each team will have a set of objects (e.g. stones / rocks, twigs / sticks, fruits, seeds, leaves / flowers).
4. Demonstrate what three in a row looks like e.g. horizontally, vertically or diagonally on the tic tac toe grid.
5. Determine who goes first.

Photographs:



6. A person from Team 1 will run and stand inside the hoop (2 feet away) from the tic tac toe grid and toss their object into an open square on the game grid. He/she then runs back to join his/her team at the start line. Then a person from Team 2 will do the same.
7. Children in each team take turns to toss their objects into the target until either (a) the team has three in a row, or (b) all nine squares are filled.
8. If the team gets three objects in a row, that team wins.
9. If all nine are filled and neither team has three in a row, the game is a draw.

Extension of activity:

1. May place other alternatives (e.g. * pictures of shapes, letters, numbers, colours, items – e.g. fruit / food / toys / animals, etc., words – high frequency / familiar words,) on the game grid.
 2. Children are to name / identify them before placing their objects on that space.
 3. The first team to get three in a row, wins.
 4. This game can be played over and over again.
- *You could also have children name an object of the shape instead of just identifying the name of the shape.



Alternative:

