

EduTrend Contents

G4C · TEAM SPORTS GAMES · PRIMARY

Pass the Planet

A passing game that builds accuracy and the habit of looking up before the ball leaves your hands

Ages 5–8	Level: Foundation	30 minutes	Teams of 4 · up to 32	Activity 01

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 01 · AT A GLANCE

Pass the Planet

Each team of four stands on four markers set in a square about five metres across. Players pass one soft ball round the square by hand or foot. Every clean pass scores a point; a dropped or wayward pass sends the count back to zero. Play three rounds of two minutes, with a short team talk after each round about what helped them keep the count going.

Learning outcomes

By the end of the session pupils can:

- pass accurately to a team-mate;
- look up before passing;
- count and celebrate team points;
- say what helped the team.

KEY WORDS

pass · catch · look up · team · count · marker

CURRICULUM LINKS

PE: sending and receiving. Maths: counting on. PSHE: working together.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**ADAPT**	**TALK**	**COOL DOWN**
Get moving safely	One rule at a time	Short rounds	Easier or harder	What helped?	Calm and review

Materials (per team)

- One soft ball per team
- Four markers per team
- Stopwatch
- Worksheets 1, 2 and 3

Before the session

- Set out squares about five metres across.
- Check balls are soft.
- Plan mixed teams of four.
- Walk through one round slowly.

SAFETY

Use soft balls. Keep squares well apart. Check the surface is dry and clear.

ACTIVITY 01 · SESSION PLAN

Step by step

Explain one rule at a time and play a slow walk-through first.

Time	What happens	Say or ask
0–5 min **Warm up**	Jog, stretch, gentle throws.	*"Ready to catch?"*
5–10 min **Explain**	Walk through the square and scoring.	*"What happens if it drops?"*
10–25 min **Play**	Three rounds of two minutes with team talks.	*"What helped your count?"*
25–30 min **Cool down**	Walk, stretch, share one helper.	*"Who helped your team?"*

CHALLENGE CARD (print or copy onto the board)

Beat your team's best count by passing cleanly and looking up before every pass.

ACTIVITY 01 · FACILITATOR NOTES

The game know-how in brief

Looking at the target before releasing the ball improves accuracy because the eyes guide the movement of the arms or foot.

Team scoring keeps every child involved and turns mistakes into a shared chance to restart, not a personal failure.

Common ideas to listen for

- “Throw hard to be fast.” Soft and accurate is better.
- “Only the best player should pass.” Everyone passes.
- “A drop is someone’s fault.” The team restarts together.

Adapting the activity

Support

Roll the ball and shrink the square.

Stretch

After each pass, run to the empty marker.

WORKSHEET 1

Our counts

Name: _____ Class: _____ Date: _____

Record each round.

Our counts

Round	Our count	What helped
1		
2		
3		

WORKSHEET 2

Team helpers

Who helped and how?

Team helpers

Name	What they did

WORKSHEET 3

My passing tip

Draw or write.

My best tip for a good pass is...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Passes accurately	Looks up before passing	Names a team helper

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Pass the Planet is a sample activity from the EduTrend Contents G4C Team Sports Games programme (primary, level: foundation). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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