

### **TERM 3**

# **WEEK 1: LESSON 1**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

## **Sub strand /sub-Theme:**

Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Perform the front float.

# **Key inquiry question**

Do you know how to kick in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg287.

CONTENT
Introduction
Warm up activity.
Learners to perform a warm up activity.
Stretch themselves.
Lesson development
Step 1
Demonstrate to learners how to float using front part.

Values: Respect, cooperation and social justice as they practice how to float together.

Link to Pcls: Lifeskills-coping with emotions as they express their feelings while swimming.

## Step 2

Ask learners to form a line. Assist them to float in water using front part of the body.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they practice how to float together.

Link to Pcls: Lifeskills-coping with emotions as they express their feelings while swimming.

## Step 3

Learners to float on water using front part.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they practice how to float together.

5 minutes

Link to Pcls: Lifeskills-coping with emotions as they express their feelings while swimming.

Conclusion

Relaxation.



Ask learners to slowly kick while in the water.
Ask the questions e.g How did you feel in water?
Extended Activities
Learners to practice how to float on water at home.

**Summary:** Learners to identify how to float.

Reflection in the lesson/self-remarks:

## **WEEK 1: LESSON 2**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Float on his/her back

# **Key inquiry question**

What did you like about the activity?

Core Learning resources: Children, Pool, Know more teachers' guide pg290.

TIME	CONTENT
5 minutes	Introduction



## Warm up activity.

Learners to perform a warm up activity.

Stretch themselves. Guide learners to sprinkle water on themselves.

#### 25minutes

### **Lesson development**

### Step 1

Demonstrate to learners how to float on their back.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they float on water.

Link to Pcls: Lifeskills-coping with emotions as the float on water.

# Step 2

Ask learners to form a line. Assist them to float in water on their back.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they float on water.

Link to Pcls: Lifeskills-coping with emotions as the float on water.

## Step 3

Learners to float on water using back part.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they float on water.

Link to Pcls: Lifeskills-coping with emotions as the float on water.

# Conclusion

#### 5 minutes



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Ask learners to slowly kick while in the water.

Ask the questions e.g. How did you feel in water?

**Extended Activities** 

Learners to practice how to float on water at home.

**Summary:** Learners to identify how to float on water.

Reflection in the lesson/self-remarks:

## **WEEK 1: LESSON 3**

SCHOOL	CLASS	DATE	TIME	ROLL

Strand /Theme: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Swim the free style.

Appreciate other people's talent of free style.

# **Key inquiry question**

What safety rule do you observe?

Core Learning resources: Children, Pool, Know more teachers' guide pg293.



TIME	CONTENT		
5 minutes	Introduction		
	Warm up activity.		
	Learners to perform a warm up activity.		
	Stretch themselves. Guide learners to sprinkle water on themselves.		
25minutes	Lesson development		
	Step 1		
	Guide learners to enter the pool using ladder.		
	Core competence: Communication and collaboration-Learners will play all the games		
	in pairs.Imagination and creativity-Learners will develop imagination and creativity		
	as they play.		
	Values: Respect, cooperation and social justice as they learn together.		
	Link to Pcls: Lifeskills-coping with emotions as they express their feelings to each		
	other.		
	Step 2		
	Guide learners how to swim freestyle towards toy.		
	Core competence: Communication and collaboration-Learners will play all the games		
	in pairs.Imagination and creativity-Learners will develop imagination and creativity		
	as they play.		
	Values: Respect, cooperation and social justice as they learn together.		
	Link to Pcls: Lifeskills-coping with emotions as they express their feelings to each		
	other.		
	Step 3		
	Learners to swim in water freely while observing safety rules.		



Core competence: Communication and collaboration-Learners will play all the games
in pairs.Imagination and creativity-Learners will develop imagination and creativity
as they play.

Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Lifeskills-coping with emotions as they express their feelings to each other.

### 5 minutes

### **Conclusion**

Relaxation.

Ask learners to slowly kick while in the water.

Ask the questions e.g How did you feel in water?

**Extended Activities** 

Learners to practice how to swim at home.

Summary: Learners to swim in water freely.

Reflection in the lesson/self-remarks:

# **WEEK 1: LESSON 4**

SCHOOL	CLASS	DATE	TIME	ROLL

Strand /Theme: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

**Specific learning outcome:** 



By the end of the end of the sub strand the learner should be able to:

Adjust in water by controlling breath in water.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg283.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves. Shower with their swimming costumes so that body can
	get used to water.
25minutes	Lesson development
	Step 1
	Demonstrate how to control breath in water.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they control their breath.
	Link to Pcls: Life skills-coping with emotions as they breath.
	Step 2
	Guide learners to submerge their heads into water. Learners can do this by blowing
	bubbles into the water.



Values: Respect, cooperation and social justice as they control their breath.

Link to Pcls: Life skills-coping with emotions as they breath.

## Step 3

Learners to submerge their heads into water. Learners can do this by blowing bubbles into the water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they control their breath.

Link to Pcls: Life skills-coping with emotions as they breath.

### 5 minutes

### **Conclusion**

Relaxation.

Guide learners to engage in a static stretching.

Ask the questions e.g. How did you feel in water?

**Extended Activities** 

Learners to practice how to swim at home.

**Summary:** Learners to identify how to control breath in water.

Reflection in the lesson/self-remarks:



# **WEEK 1: LESSON 5**

SCHOOL	CLASS	DATE	TIME	ROLL

Strand /Theme: Swimming.

## **Sub strand /sub-Theme:**

Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Swimming while kicking in the pool.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg284.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves. Shower with their swimming costumes so that body can get
	used to water.
25minutes	Lesson development
	Step 1
	Demonstrate to learners how to swim while kicking in the pool.
	Core competence: Communication and collaboration-Learners will play all the games
	in pairs.Imagination and creativity-Learners will develop imagination and creativity
	as they play.

Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Lifeskills-coping with emotions as they learn how to swim.

## Step 2

Guide learners to how to kick the water while singing the motor boat rhymes.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Lifeskills-coping with emotions as they learn how to swim.

### Step 3

Learners to kick water in the pool.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Lifeskills-coping with emotions as they learn how to swim.

### 5 minutes

#### Conclusion

#### Relaxation.

Ask learners to slowly kick while in the water.

Ask the questions e.g How did you feel in water?

### **Extended Activities**

Learners to practice how to swim at home.



**Summary:** Learners to identify how to control breath in water.

Reflection in the lesson/self-remarks: .....

## **WEEK 2: LESSON 1**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

## **Sub strand /sub-Theme:**

Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Perform the front float.

# **Key inquiry question**

Do you know how to kick in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg287.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to perform a warm up activity.
	Stretch themselves.
25minutes	Lesson development
	Step 1
	Demonstrate to learners how to float using front part.

Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Life skills-coping with emotions as they learn how to float.

## Step 2

Ask learners to form a line. Assist them to float in water using front part of the body.

Core competence: Communication and collaboration-Learners will play all the games in pairs. Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Life skills-coping with emotions as they learn how to float.

## Step 3

Learners to float on water using front part.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Life skills-coping with emotions as they learn how to float.

#### 5 minutes

## Conclusion

## Relaxation.

Ask learners to slowly kick while in the water.

Ask the questions e.g. How did you feel in water?



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Learners to practice how to float on water while swimming at home.

**Summary:** Learners to identify how to float.

Reflection in the lesson/self-remarks: .....

WEEK 2: LESSON 2

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Float on his/her back

# **Key inquiry question**

What did you like about the activity?

Core Learning resources: Children, Pool, Know more teachers' guide pg290.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to perform a warm up activity.
	Stretch themselves. Guide learners to sprinkle water on themselves.



#### 25minutes

# **Lesson development**

## Step 1

Demonstrate to learners how to float on their back.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn how to float.

Link to Pcls: Lifeskills-coping with emotions as they learn how to float.

## Step 2

Ask learners to form a line. Assist them to float in water on their back.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn how to float.

Link to Pcls: Lifeskills-coping with emotions as they learn how to float.

### Step 3

Learners to float on water using back part.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn how to float.

Link to Pcls: Lifeskills-coping with emotions as they learn how to float.

### 5 minutes

## Conclusion



Relaxation.

Ask learners to slowly kick while in the water.

Ask the questions e.g How did you feel in water?

**Extended Activities** 

Learners to practice how to float on water while swimming at home.

**Summary:** Learners to identify how to float on water.

Reflection in the lesson/self-remarks:

**WEEK 2: LESSON 3** 

SCHOOL	CLASS	DATE	TIME	ROLL

Strand /Theme: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Swim the free style.

Appreciate other people's talent of free style.

## **Key inquiry question**

What safety rule do you observe?

Core Learning resources: Children, Pool, Know more teachers' guide pg293.

TIME	CONTENT
5 minutes	Introduction



# Warm up activity.

Learners to perform a warm up activity.

Stretch themselves. Guide learners to sprinkle water on themselves.

## **Lesson development**

#### 25minutes

### Step 1

Guide learners to enter the pool using ladder.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they enter the pool using ladder.

Link to Pcls: Lifeskills-coping with emotions as they express themselves.

# Step 2

Guide learners how to swim freestyle towards toy.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they enter the pool using ladder.

Link to Pcls: Lifeskills-coping with emotions as they express themselves.

### Step 3

Learners to swim in water freely while observing safety rules.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they enter the pool using ladder.

Link to Pcls: Lifeskills-coping with emotions as they express themselves.



#### 5 minutes

Conclusion

Relaxation.

Ask learners to slowly kick while in the water.

Ask the questions e.g How did you feel in water?

**Extended Activities** 

Learners to practice how to float on water while swimming at home.

**Summary:** Learners to swim in water freely.

Reflection in the lesson/self-remarks:

**WEEK 2: LESSON 4** 

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Adjust in water by controlling breath in water.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg283.



TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves. Shower with their swimming costumes so that body can get
	used to water.
25minutes	Lesson development
	Step 1
	Demonstrate how to control breath in water.
	Core competence: Communication and collaboration-Learners will play all the games
	in pairs.Imagination and creativity-Learners will develop imagination and creativity
	as they play.
	Values: Respect, cooperation and social justice as they learn together.
	Link to Pcls: Lifeskills-coping with emotions as they express themselves through
	controlling their breath.
	Step 2
	Guide learners to submerge their heads into water. Learners can do this by blowing bubbles into the water.
	Core competence: Communication and collaboration-Learners will play all the games
	in pairs.Imagination and creativity-Learners will develop imagination and creativity
	as they play.
	Values: Respect, cooperation and social justice as they learn together.
	Link to Pcls: Lifeskills-coping with emotions as they express themselves through
	controlling their breath.
	Step 3
	Learners to submerge their heads into water. Learners can do this by blowing bubbles into
	the water.
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Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Lifeskills-coping with emotions as they express themselves through controlling their breath.

#### 5 minutes

### **Conclusion**

Relaxation.

Guide learners to engage in a static stretching.

Ask the questions e.g How did you feel in water?

**Extended Activities** 

Learners to blow bubbles on water as theycontrol their breath.

**Summary:** Learners to identify how to control breath in water.

Reflection in the lesson/self-remarks:

## **WEEK 2: LESSON 5**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

**Specific learning outcome:** 



By the end of the end of the sub strand the learner should be able to:

Swimming while kicking in the pool.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg284.

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	cls: Lifeskills-coping with emotions as they swim while kicking the pool.
Step 2	
Guide lear	rners to how to kick the water while singing the motor boat rhymes.
Core com	
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Values: Respect,	cooperation a	and social	justice as	they learn t	to swim v	while kicki	ng the
pool.							

Link to Pcls: Lifeskills-coping with emotions as they swim while kicking the pool.

# Step 3

Learners to kick water in the pool.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn to swim while kicking the pool.

Link to Pcls: Lifeskills-coping with emotions as they swim while kicking the pool.

### 5 minutes

### Conclusion

Relaxation.

Ask learners to slowly kick while in the water.

Ask the questions e.g How did you feel in water?

**Extended Activities** 

Learners to blow bubbles on water as theycontrol their breath.

**Summary:** Learners to identify how to control breath in water.

Reflection in the lesson/self-remarks: .....

### **PSYCHOMOTOR ACTIVITIES**

**LEVEL: PP1** 



## **WEEK 3: LESSON 1**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Fun games.

**Sub strand /sub-Theme:** Traditional games.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Collect materials.

# **Key inquiry question**

1. Where do we get materials for playing games?

Core Learning resources: Locally available materials, Know more teacher's guide pg251

TIME	CONTENT				
5 minutes	Introduction				
	Guide learners to a warm up activity e.g. Jump five times, turn around				
25minutes	Lesson development				
	Step 1				
	Identify games for which materials are to be gathered.				
	Core competence: Communication and collaboration-Learners will play all the games				
	in pairs.Imagination and creativity-Learners will develop imagination and creativity				
	as they play.				
	Values: Respect, cooperation and social justice as they identify games.				
	Link to Pcls: Lifeskills-coping with emotions as they play with each other.				



# Step 2

Take learners out to collect materials. Explain materials you expect them to gather.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they identify games.

Link to Pcls: Lifeskills-coping with emotions as they play with each other.

# Step 3

Learners to collect materials, remind them not to touch pieces of glass. Return to class with materials and identify importance of materials.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they identify games.

Link to Pcls: Lifeskills-coping with emotions as they play with each other.

#### 5 minutes

#### Conclusion

Guide learners to a cool down activity e.g. Learners to take a deep breathe through the nose and out through the mouth.

**Extended Activities** 

Learners to collect play materials at home.

**Summary:** Learners to identify play materials.

Reflection in the lesson/self-remarks:



# **WEEK 3: LESSON 2**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Fun games.

**Sub strand /sub-Theme:** Traditional games.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Skip a rope.

# **Key inquiry question**

1. How do you skip using a rope?

Core Learning resources: Body parts, Playground, Ropes, Know more teacher's guide pg253

TIME	CONTENT				
5 minutes	Introduction				
	Ask learners to jog to the field.				
25minutes	Lesson development				
	Step 1				
	Group learners depending on the number. Demonstrate how to skip a rope.				
	Core competence: Communication and collaboration-Learners will play all the games				
	in pairs.Imagination and creativity-Learners will develop imagination and creativity				
	as they play.				
	Values: Respect, cooperation and social justice as they demonstrate how to skip.				
	Link to Pcls: Lifeskills-coping with emotions as they express themselves as they play.				



Step 2

Guide learners on how to jump and swing on ropes.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they demonstrate how to skip.

Link to Pcls: Lifeskills-coping with emotions as they express themselves as they play.

Step 3

Learners to jump and swing on ropes.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they demonstrate how to skip.

Link to Pcls: Lifeskills-coping with emotions as they express themselves as they play.

**Conclusion** 

5 minutes

Guide learners to walk on one spot for some minutes.

**Extended Activities** 

Learners to use a rope to skip at home.

**Summary:** Learners to be able to skip a rope.

Reflection in the lesson/self-remarks:

**WEEK 3: LESSON 3** 



SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Fun games.

**Sub strand /sub-Theme:** Traditional games.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Skip a rope.

# **Key inquiry question**

1. How do you skip using a rope?

**Core Learning resources:** Body parts, Playground, Ropes, Know more teacher's guide pg253 **Organization of Learning:** Outdoor Activities individual and group work.

TIME	CONTENT
5 minutes	Introduction
	Ask learners to jog to the field.
25minutes	Lesson development
	Step 1
	Group learners depending on the number. Demonstrate how to skip a rope.
	Core competence:Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they skip using a rope.
	Link to Pcls: Lifeskills-coping with emotions as they demonstrate how to skip a rope.
	Step 2
	Guide learners on how to jump and swing on ropes.



Values: Respect, cooperation and social justice as they skip using a rope.

Link to Pcls: Lifeskills-coping with emotions as they demonstrate how to skip a rope.

## Step 3

Learners to jump and swing on ropes.

Core competence:Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they skip using a rope.

Link to Pcls: Lifeskills-coping with emotions as they demonstrate how to skip a rope.

### 5 minutes

### **Conclusion**

Guide learners to walk on one spot for some minutes.

**Extended Activities** 

Learners to use a rope to skip at home.

**Summary:** Learners to be able to skip a rope.

Reflection in the lesson/self-remarks:

### **WEEK 3: LESSON 4**

SCHOOL	CLASS	DATE	TIME	ROLL



**Strand /Theme**: Fun games.

**Sub strand /sub-Theme:** Traditional games.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Identify various traditional and modern games for performance.

# **Key inquiry question**

1. What types of games do you play?

Core Learning resources: Body parts, Playground, Ropes, Know more teacher's guide pg253 Organization of Learning: Outdoor Activities individual and group work.

TIME	CONTENT
5 minutes	Introduction
	Ask learners to jog to the field.
25minutes	Lesson development
	Step 1
	Identify different types of games played by children. Demonstrate how to play some of this
	game.
	Core competence: Communication and collaboration-Learners will play all the games
	in pairs.Imagination and creativity-Learners will develop imagination and creativity
	as they play.
	Values: Respect, cooperation and social justice as they play.
	Link to Pcls: Life skills-coping with emotions as they play.
	Step 2
	Guide learners to identify different modern and traditional games.

Values: Respect, cooperation and social justice as they play.

Link to Pcls: Life skills-coping with emotions as they play.

## Step 3

Learners to identify different modern and traditional games. They play games of their own choice.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they play.

Link to Pcls: Life skills-coping with emotions as they play.

#### 5 minutes

### **Conclusion**

Guide learners to walk on one spot for some minutes.

**Extended Activities** 

Learners to use a rope to skip at home.

Summary: Learners to identify games.

Reflection in the lesson/self-remarks: .....



SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Fun games.

**Sub strand /sub-Theme:** Traditional games.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Collect materials.

# **Key inquiry question**

1. Where do we get materials for playing games?

Core Learning resources: Locally available materials, Know more teacher's guide pg251

TIME	CONTENT				
5 minutes	Introduction				
	Guide learners to a warm up activity e.g. Jump five times, turn around				
25minutes	Lesson development				
25mmutes	Step 1				
	Identify games for which materials are to be gathered.				
	Core competence: Communication and collaboration-Learners will play all the games				
	in pairs.Imagination and creativity-Learners will develop imagination and creativity				
	as they play.				
	Values: Respect, cooperation and social justice as they gather play materials.				
	Link to Pcls: Life skills-coping with emotions as they work together.				



# Step 2

Take learners out to collect materials. Explain materials you expect them to gather.

Core competence: Communication and collaboration-Learners will play all the games in pairs. Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they gather play materials.

Link to Pcls: Life skills-coping with emotions as they work together.

# Step 3

Learners to collect materials, remind them not to touch pieces of glass. Return to class with materials and identify importance of materials.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they gather play materials.

Link to Pcls: Life skills-coping with emotions as they work together.

#### 5 minutes

### **Conclusion**

Guide learners to a cool down activity. e.g Learners to take a deep breathe through the nose and out through the mouth.

**Extended Activities** 

Learners to collect play materials from home and take them to school.

Summary: Learners to identify play materials.

Reflection in the lesson/self-remarks:



## **WEEK 4: LESSON 1**

SCHOOL	CLASS	DATE	TIME	ROLL

Strand /Theme: Swimming.

## **Sub strand /sub-Theme:**

Pool safety hygiene.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Identify basic water safety rules in the pool for mastery.

# **Key inquiry question**

Which safety rules did you observe?

Core Learning resources: Children, Pool, Know more teachers' guide pg272.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to jog for warm up.
25minutes	Lesson development
	Step 1
	Explain safety rules to learners.

Values: Respect, cooperation and social justicema they identify rules together.

Link to Pcls: Lifeskills-coping with emotions as express themselves.

# Step 2

Guide learners through basic water safety rules they need to observe.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justicema they identify rules together.

Link to Pcls: Lifeskills-coping with emotions as express themselves.

# Step 3

Learners to mention safety rules they observe in the swimming pool.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justicema they identify rules together.

### 5 minutes

Link to Pcls: Lifeskills-coping with emotions as express themselves.

#### Conclusion

Ask them don't and does in the pool. e.g. What safety rules did you observe in the pool?

**Extended Activities** 

Learners to practice safety rules while swimming.



**Summary:** Learners to identify safety rules in the pool.

Reflection in the lesson/self-remarks:

**WEEK 4: LESSON 2** 

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

## **Sub strand /sub-Theme:**

Pool safety hygiene.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Identify swimming safety gears.

# **Key inquiry question**

Which materials do you use in the swimming pool?

**Core Learning resources:** Children, Pool, Know more teachers' guide pg272.

TIME	CONTENT		
5 minutes	Introduction		
	Warm up activity.		
	Learners to jog for warm up.		
25minutes	Lesson development		
	Step 1		
	Show learners the flashcards or charts containing various swimming safety. Identify the		
	swimming gears and their use.		

Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Lifeskills-coping with emotions as they play.

### Step 2

Guide learners identify swimming gears and how they are used.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Lifeskills-coping with emotions as they play.

# Step 3

Learners to mention swimming safety gears and demonstrate how they are used.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Lifeskills-coping with emotions as they play.

### 5 minutes

#### Conclusion

Ask the questions e.g. Name one safety gear?

**Extended Activities** 

Learners to improvise a safety gear on their choice at home.



Summary: Learners to identify swimming gears.

Reflection in the lesson/self-remarks: .....

**WEEK 4: LESSON 3** 

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

### **Sub strand /sub-Theme:**

Pool safety hygiene.

## **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Role play water rule safety in the pool.

Display ability to use safety materials in water for security.

## **Key inquiry question**

What should do you do before swimming?

Core Learning resources: Children, Pool, Know more teachers' guide pg272.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves.
25minutes	Lesson development
	Step 1
	Explain and demonstrate on how to role play in the baby pool walking.

Core competence: Communication and collaboration-Learners will play all the games in pairs.

Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as role play in the baby pool.

Link to Pcls: Life skills-coping with emotions as they role play.

### Step 2

Guide learners to walk along improvise pool as they observe safety.

Core competence: Communication and collaboration-Learners will play all the games in pairs.

Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as role play in the baby pool.

Link to Pcls: Life skills-coping with emotions as they role play.

### Step 3

Learners to repeat the safety measures as they walk in shallow end of the pool.

Core competence: Communication and collaboration-Learners will play all the games in pairs.

Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as role play in the baby pool.

Link to Pcls: Life skills-coping with emotions as they role play.



5 minutes	Conclusion
	Ask the questions e.g. Name one safety gear?
	Extended Activities
	Learners to practice safety measures as they walk in shallow end of the pool.

Summary: Learners to identify swimming gears.

Reflection in the lesson/self-remarks: .....

#### **WEEK 4: LESSON 4**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand / Theme**: Swimming.

**Sub strand /sub-Theme:** 

Pool safety hygiene.

## **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Role play water rule safety in the pool.

Display ability to use safety materials in water for security.

## **Key inquiry question**

What should do you do before swimming?

Core Learning resources: Children, Pool, Know more teachers' guide pg272.

TIME	CONTENT
1	



#### 5 minutes | Introduction

Warm up activity.

Learners to stretch themselves.

#### 25minutes

### **Lesson development**

#### Step 1

Explain and demonstrate on how to role play in the baby pool walking.

Core competence: Communication and collaboration-Learners will play all the games in pairs. Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they role play.

Link to Pcls: Lifeskills-coping with emotions as they play.

### Step 2

Guide learners to walk along improvise pool as they observe safety.

Core competence: Communication and collaboration-Learners will play all the games in pairs. Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they role play.

Link to Pcls: Lifeskills-coping with emotions as they play.

#### Step 3

Learners to repeat the safety measures as they walk in shallow end of the pool.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they role play.

Link to Pcls: Lifeskills-coping with emotions as they play.

#### 5 minutes



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Ask the questions e.g. Name one safety gear?

#### **Extended Activities**

Learners to practice safety measures as they walk in shallow end of the pool.

**Summary:** Learners to identify swimming gears.

Reflection in the lesson/self-remarks:

#### **WEEK 4: LESSON 5**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand / Theme**: Swimming.

**Sub strand /sub-Theme:** 

Pool safety hygiene.

### **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Role play water rule safety in the pool.

Display ability to use safety materials in water for security.

### **Key inquiry question**

What should do you do before swimming?

**Core Learning resources:** Children, Pool, Know more teachers' guide pg272.



TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves.
25minutes	Lesson development
	Step 1
	Explain and demonstrate on how to role play in the baby pool walking.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they socialize and share materials.
	Link to Pcls: Lifeskills-coping with emotions as they play.
	Step 2
	Guide learners to walk along improvise pool as they observe safety.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they socialize and share materials.
	Link to Pcls: Lifeskills-coping with emotions as they play.
	Step 3
	Learners to repeat the safety measures as they walk in shallow end of the pool.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they socialize and share materials.



	Link to Pcls: Lifeskills-coping with emotions as they play.			
5 minutes	Conclusion			
	Ask the questions e.g Name one safety gear?			
	Extended Activities			
	Learners to practice safety measures as they walk in shallow end of the pool.			

**Summary:** Learners to identify swimming gears.

Reflection in the lesson/self-remarks: .....

### **WEEK 5: LESSON 1**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

### **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Demonstrate ability to take care of themselves when playing with water for personal safety.

## **Key inquiry question**

What should do you do before swimming?

**Core Learning resources:** Children, Pool, Know more teachers' guide pg279.



TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves.
25minutes	Lesson development
	Step 1
	Explain and demonstrate on how to role play in the baby pool walking.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they play in a pool.
	Link to Pcls: Lifeskills-coping with emotions as they express themselves as they play.
	Step 2
	Guide learners to walk along improvise pool as they observe safety.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they play in a pool.
	Link to Pcls: Lifeskills-coping with emotions as they express themselves as they play.
	Step 3
	Learners to repeat the safety measures as they walk in shallow end of the pool.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they play in a pool.



	Link to Pcls: Lifeskills-coping with emotions as they express themselves as they play.
5 minutes	Conclusion
	Ask the questions e.g Name one safety gear?
	Extended Activities
	Learners to practice safety measures as they walk in shallow end of the pool.

**Summary:** Learners to identify rules used in the water when swimming.

Reflection in the lesson/self-remarks: .....

### **WEEK 5: LESSON 2**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

## **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Demonstrate basic swimming skills for talent development.

## **Key inquiry question**

How do you feel while reading?

Core Learning resources: Children, Pool, Know more teachers' guide pg270.



TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves.
25minutes	Lesson development
	Step 1
	Explain and demonstrate on how to swim in water in styles.
	Core competence: Communication and collaboration-Learners will play all the games
	in pairs.Imagination and creativity-Learners will develop imagination and creativity
	as they play.
	Values: Respect, cooperation and social justice as they demonstrate how to swim.
	Link to Pcls: Lifeskills-coping with emotions as they swim in styles hence relieving
	their tension.
	Step 2
	Guide learners to swim in water in style.
	Core competence: Communication and collaboration-Learners will play all the games
	in pairs.Imagination and creativity-Learners will develop imagination and creativity
	as they play.
	Values: Respect, cooperation and social justice as they demonstrate how to swim.
	Link to Pcls: Lifeskills-coping with emotions as they swim in styles hence relieving
	their tension.
	Step 3



Learners to repeat swimming in different styles in water.

Core competence: Communication and collaboration-Learners will play all the games in pairs. Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they demonstrate how to swim.

Link to Pcls: Lifeskills-coping with emotions as they swim in styles hence relieving their tension.

### 5 minutes

#### Conclusion

Ask the questions e.g How do you feel in water.

**Extended Activities** 

Learners to practice swimming in different styles at home.

**Summary:** Learners to identify how to swim in water.

Reflection in the lesson/self-remarks:

### **WEEK 5: LESSON 3**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

#### **Sub strand /sub-Theme:**

Water orientation.

### **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Demonstrate ability to take care of themselves when playing with water for personal safety.



# **Key inquiry question**

What should do you do before swimming?

Core Learning resources: Children, Pool, Know more teachers' guide pg279.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves.
25minutes	Lesson development
	Step 1
	Explain and demonstrate on how to role play in the baby pool walking.
	Core competence: Communication and collaboration-Learners will play all the games
	in pairs.Imagination and creativity-Learners will develop imagination and creativity
	as they play.
	Values: Respect, cooperation and social justice as they role play.
	Link to Pcls: Lifeskills-coping with emotions as they role play in the baby pool.
	Step 2
	Guide learners to walk along improvise pool as they observe safety.
	Core competence: Communication and collaboration-Learners will play all the games
	in pairs.Imagination and creativity-Learners will develop imagination and creativity
	as they play.
	Values: Respect, cooperation and social justice as they role play.
	Link to Pcls: Lifeskills-coping with emotions as they role play in the baby pool.
	Step 3



Learners to repeat the safety measures as they walk in shallow end of the pool.

Core competence: Communication and collaboration-Learners will play all the games in pairs. Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they role play.

Link to Pcls: Lifeskills-coping with emotions as they role play in the baby pool.

### **Conclusion**

5 minutes

Ask the questions e.g Name one safety gear?

**Extended Activities** 

Learners to practice swimming in different styles at home.

**Summary:** Learners to identify rules used in the water when swimming.

Reflection in the lesson/self-remarks: .....

#### **WEEK 5: LESSON 4**

SCHOOL	CLASS	DATE	TIME	ROLL

Strand /Theme: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

### **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Demonstrate basic swimming skills for talent development.

### **Key inquiry question**



How do you feel while reading?

Core Learning resources: Children, Pool, Know more teachers' guide pg270.

TIME	CONTENT	
5 minutes	Introduction	
	Warm up activity.	
	Learners to stretch themselves.	
25minutes	Lesson development	
	Step 1	
	Explain and demonstrate on how to swim in water in styles.	
	Core competence: Communication and collaboration-Learners will play all the games	
	in pairs.Imagination and creativity-Learners will develop imagination and creativity	
	as they play.	
	Values: Respect, cooperation and social justice as they swim.	
	Link to Pcls: Lifeskills-coping with emotions as they express themselves.	
	Step 2	
	Guide learners to swim in water in style.	
	Core competence: Communication and collaboration-Learners will play all the games	
	in pairs.Imagination and creativity-Learners will develop imagination and creativity	
	as they play.	
	Values: Respect, cooperation and social justice as they swim.	
	Link to Pcls: Lifeskills-coping with emotions as they express themselves.	
	Step 3	
	Learners to repeat swimming in different styles in water.	



Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they swim.

Link to Pcls: Lifeskills-coping with emotions as they express themselves.

### 5 minutes

#### **Conclusion**

Ask the questions e.g How do you feel in water.

**Extended Activities** 

Learners to practice swimming in different styles at home.

**Summary:** Learners to identify how to swim in water.

Reflection in the lesson/self-remarks: .....

#### **WEEK 5: LESSON 5**

SCHO	OOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

#### **Sub strand /sub-Theme:**

Water orientation.

### **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Have fun in playing in water.

### **Key inquiry question**

What should do you do before swimming?



Core Learning resources: Children, Pool, Know more teachers' guide pg279.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves.
25minutes	Lesson development
	Step 1
	Explain and demonstrate on how to role play in the baby pool walking.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they role play in the baby pool.
	Link to Pcls: Life skills-coping with emotions as they express themselves.
	Step 2
	Guide learners to walk along improvise pool as they observe safety.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they role play in the baby pool.
	Link to Pcls: Life skills-coping with emotions as they express themselves.
	Step 3
	Learners to repeat the safety measures as they walk in shallow end of the pool.



Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they role play in the baby pool.

Link to Pcls: Life skills-coping with emotions as they express themselves.

#### 5 minutes

#### **Conclusion**

Ask the questions e.g. Name one safety gear?

**Extended Activities** 

Learners to practice safety swimming at shallow end of swimming pool.

Summary: Learners to identify rules used in the water when swimming.

Reflection in the lesson/self-remarks: .....

#### **WEEK 6: LESSON 1**

SCHOOL	CLASS	DATE	TIME	ROLL

Strand /Theme: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

### **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Perform the front float.

### **Key inquiry question**



Do you know how to kick in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg287.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to perform a warm up activity.
	Stretch themselves.
25minutes	Lesson development
	Step 1
	Demonstrate to learners how to float using front part.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they learn how to float.
	Link to Pcls: Lifeskills-coping with emotions as they interact with each other.
	Step 2
	Ask learners to form a line. Assist them to float in water using front part of the body.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they learn how to float.
	Link to Pcls: Lifeskills-coping with emotions as they interact with each other.
	Step 3



Learners to float on water using front part.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn how to float.

Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

#### Conclusion

#### 5 minutes

Relaxation.

Ask learners to slowly kick while in the water.

Ask the questions e.g. How did you feel in water?

**Extended Activities** 

Learners to practice to float on water using front part with guidance from parents/guardian.

**Summary:** Learners to identify how to float.

Reflection in the lesson/self-remarks:

## **WEEK 6: LESSON 2**

SCHOOL	CLASS	DATE	TIME	ROLL

Strand /Theme: Swimming.

**Sub strand /sub-Theme:** 



Water orientation.

## **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Float on his/her back

# **Key inquiry question**

What did you like about the activity?

Core Learning resources: Children, Pool, Know more teachers' guide pg290.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to perform a warm up activity.
	Stretch themselves. Guide learners to sprinkle water on themselves.
25minutes	Lesson development
	Step 1
	Demonstrate to learners how to float on their back.
	Core competence: Communication and collaboration-Learners will play all the games
	in pairs.Imagination and creativity-Learners will develop imagination and creativity as
	they play.
	Values: Respect, cooperation and social justice as they carry out activities.
	Link to Pcls: Life skills-coping with emotions as they express themselves while floating.
	Step 2
	Ask learners to form a line. Assist them to float in water on their back.



Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they carry out activities.

Link to Pcls: Life skills-coping with emotions as they express themselves while floating.

### Step 3

Learners to float on water using back part.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they carry out activities.

Link to Pcls: Life skills-coping with emotions as they express themselves while floating.

#### 5 minutes

#### Conclusion

Relaxation.

Ask learners to slowly kick while in the water.

Ask the questions e.g. How did you feel in water?

**Extended Activities** 

Learners to practice to float on water using back part with guidance from parents/guardian.

**Summary:** Learners to identify how to float on water.

Reflection in the lesson/self-remarks:

**WEEK 6: LESSON 3** 



SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

### **Sub strand /sub-Theme:**

Water orientation.

### **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Swim the free style.

Appreciate other people's talent of free style.

## **Key inquiry question**

What safety rule do you observe?

Core Learning resources: Children, Pool, Know more teachers' guide pg293.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to perform a warm up activity.
	Stretch themselves. Guide learners to sprinkle water on themselves.
25minutes	Lesson development
	Step 1
	Guide learners to enter the pool using ladder.
	Core competence: Communication and collaboration-Learners will play all the games
	in pairs.Imagination and creativity-Learners will develop imagination and creativity
	as they play.
1	

Values: Respect, cooperation and social justice as they share ideas and interact with each other.

Link to Pcls: Lifeskills-coping with emotions as express their feelings through carrying out the activities.

### Step 2

Guide learners how to swim freestyle towards toy.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they share ideas and interact with each other.

Link to Pcls: Lifeskills-coping with emotions as express their feelings through carrying out the activities.

### Step 3

Learners to swim in water freely while observing safety rules.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they share ideas and interact with each other.

Link to Pcls: Lifeskills-coping with emotions as express their feelings through carrying out the activities.

#### 5 minutes

#### Conclusion

#### Relaxation.

Ask learners to slowly kick while in the water.



Ask the questions e.g How did you feel in water?

**Extended Activities** 

Learners to practice swimming freely with guidance from parents/guardian.

Summary: Learners to swim in water freely.

Reflection in the lesson/self-remarks: .....

**WEEK 6: LESSON 4** 

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

### **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Adjust in water by controlling breath in water.

## **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg282.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.

Learners to stretch themselves. Shower with their swimming costumes so that body can get used to water.

#### 25minutes

#### **Lesson development**

### Step 1

Demonstrate how to control breath in water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn together how to control breath.

Link to Pcls: Life skills-coping with emotions as they interact with each other.

### Step 2

Guide learners to submerge their heads into water. Learners can do this by blowing bubbles into the water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn together how to control breath.

Link to Pcls: Life skills-coping with emotions as they interact with each other.

### Step 3

Learners to submerge their heads into water. Learners can do this by blowing bubbles into the water.



Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn together how to control breath.

Link to Pcls: Life skills-coping with emotions as they interact with each other.

#### 5 minutes

#### **Conclusion**

Relaxation.

Guide learners to engage in a static stretching.

Ask the questions e.g. How did you feel in water?

**Extended Activities** 

Learners to practice swimming freely with guidance from parents/guardian.

**Summary:** Learners to identify how to control breath in water.

Reflection in the lesson/self-remarks:

#### **WEEK 6: LESSON 5**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand / Theme**: Swimming.

### **Sub strand /sub-Theme:**

Water orientation.

### **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:



Swimming while kicking in the pool.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg284.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves. Shower with their swimming costumes so that body can get
	used to water.
25minutes	Lesson development
	Step 1
	Demonstrate to learners how to swim while kicking in the pool.
	Core competence: Communication and collaboration-Learners will play all the games
	in pairs.Imagination and creativity-Learners will develop imagination and creativity
	as they play.
	Values: Respect, cooperation and social justice as they learn together how to control
	breath.
	Link to Pcls: Life skills-coping with emotions as they interact with each other.
	Step 2
	Guide learners to how to kick the water while singing the motor boat rhymes.
	Core competence: Communication and collaboration-Learners will play all the games
	in pairs.Imagination and creativity-Learners will develop imagination and creativity
	as they play.



Values: Respect,	cooperation	and s	social	justice	as the	y learn	together	how to	control
breath.									

Link to Pcls: Life skills-coping with emotions as they interact with each other.

### Step 3

Learners to kick water in the pool.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn together how to control breath.

#### 5 minutes

Link to Pcls: Life skills-coping with emotions as they interact with each other.

#### Conclusion

Relaxation.

Ask learners to slowly kick while in the water.

Ask the questions e.g. How did you feel in water?

**Extended Activities** 

Learners to practice swimming freely with guidance from parents/guardian.

**Summary:** Learners to identify how to control breath in water.

Reflection in the lesson/self-remarks:

### **WEEK 7: LESSON 1**

SCHOOL	CLASS	DATE	TIME	ROLL



**Strand /Theme**: Swimming.

**Sub strand/sub-Theme:** 

Pool safety hygiene.

**Specific learning outcome:** 

By the end of the end of the sub strand the learner should be able to:

Identify basic water safety rules in the pool for mastery.

**Key inquiry question** 

Which safety rules did you observe?

Core Learning resources: Children, Pool, Know more teachers' guide pg 272.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to jog for warm up.
25minutes	Lesson development
	Step 1
	Explain safety rules to learners.
	Core competence: Communication and collaboration-Learners will play all the games
	in pairs.Imagination and creativity-Learners will develop imagination and creativity
	as they play.
	Values: Respect, cooperation and social justice as they obey safety rules.
	Link to Pcls: Life skills-coping with emotions as they express themselves through
	obeying rules.
	Step 2

Guide learners through basic water safety rules they need to observe.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they obey safety rules.

Link to Pcls: Life skills-coping with emotions as they express themselves through obeying rules.

## Step 3

Learners to mention safety rules they observe in the swimming pool.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they obey safety rules.

Link to Pcls: Life skills-coping with emotions as they express themselves through obeying rules.

#### 5 minutes

#### Conclusion

Ask them don't and does in the pool. e.g. What safety rules did you observe in the pool? **Extended Activities.** 

Learners to practice safety rules while swimming.

**Summary:** Learners to identify safety rules in the pool

Reflection in the lesson/self-remarks: .....



SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

### **Sub strand /sub-Theme:**

Pool safety hygiene.

## **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Identify swimming safety gears.

## **Key inquiry question**

Which materials do you use in the swimming pool?

Core Learning resources: Children, Pool, Know more teachers' guide pg272.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to jog for warm up.
25minutes	Lesson development
	Step 1
	Show learners the flashcards or charts containing various swimming safety. Identify the
	swimming gears and their use.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they identify swimming gears.
	Link to Pcls: Lifeskills-coping with emotions as they interact with each other.



## Step 2

Guide learners identify swimming gears and how they are used.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they identify swimming gears.

Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

### Step 3

Learners to mention swimming safety gears and demonstrate how they are used.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they identify swimming gears.

Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

#### 5 minutes

#### **Conclusion**

Ask the questions e.g. Name one safety gear?

**Extended Activities.** 

Learners to practice safety rules while swimming at home.

**Summary:** Learners to identify swimming gears.

Reflection in the lesson/self-remarks: .....

**WEEK 7: LESSON 3** 



SCHOOL	CLASS	DATE	TIME	ROLL

Strand /Theme: Swimming.

### **Sub strand /sub-Theme:**

Pool safety hygiene.

## **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Role play water rule safety in the pool.

Display ability to use safety materials in water for security.

## **Key inquiry question**

What should do you do before swimming?

Core Learning resources: Children, Pool, Know more teachers' guide pg272.

TIME	CONTENT			
5 minutes	Introduction			
	Warm up activity.			
	Learners to stretch themselves.			
25minutes	Lesson development			
	Step 1			
	Explain and demonstrate on how to role play in the baby pool walking.			
	Core competence: Communication and collaboration-Learners will play all the			
	games in pairs.Imagination and creativity-Learners will develop imagination and			
	creativity as they play.			

Values: Respect, cooperation and social justice as they demonstrate on how to role play.

Link to Pcls: Lifeskills-coping with emotions as they interact together.

## Step 2

Guide learners to walk along improvise pool as they observe safety.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values:Respect, cooperation and social justice as they demonstrate on how to role play.

Link to Pcls: Lifeskills-coping with emotions as they interact together.

## Step 3

Learners to repeat the safety measures as they walk in shallow end of the pool.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values:Respect, cooperation and social justice as they demonstrate on how to role play.

Link to Pcls: Lifeskills-coping with emotions as they interact together.

#### 5 minutes

#### Conclusion

Ask the questions e.g. Name one safety gear?

**Extended Activities.** 

Learners to walk along improvised pools.



Summary: Learners to identify swimming gears.

Reflection in the lesson/self-remarks: .....

#### **WEEK 7: LESSON 4**

SCHOOL	CLASS	DATE	TIME	ROLL

Strand /Theme: Swimming.

### **Sub strand /sub-Theme:**

Pool safety hygiene.

## **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Role play water rule safety in the pool.

Display ability to use safety materials in water for security.

### **Key inquiry question**

What should do you do before swimming?

**Core Learning resources:** Children, Pool, Know more teachers' guide pg272.

TIME	CONTENT		
5 minutes	Introduction		
	Warm up activity.		
	Learners to stretch themselves.		
25minutes	Lesson development		
	Step 1		
	Explain and demonstrate on how to role play in the baby pool walking.		



Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they walk on the pool.

Link to Pcls: Life skills-coping with emotions as they demonstrate how to swim.

### Step 2

Guide learners to walk along improvise pool as they observe safety.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they walk on the pool.

Link to Pcls: Life skills-coping with emotions as they demonstrate how to swim.

#### Step 3

Learners to repeat the safety measures as they walk in shallow end of the pool.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they walk on the pool.

Link to Pcls: Life skills-coping with emotions as they demonstrate how to swim.

#### 5 minutes

### Conclusion

Ask the questions e.g Name one safety gear?

**Extended Activities.** 



Learners to walk along shallow improvised pools at home.

**Summary:** Learners to identify swimming gears.

Reflection in the lesson/self-remarks: .....

### **WEEK 7: LESSON 5**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

**Sub strand /sub-Theme:** 

Pool safety hygiene.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Role play water rule safety in the pool.

Display ability to use safety materials in water for security.

# **Key inquiry question**

What should do you do before swimming?

**Core Learning resources:** Children, Pool, Know more teachers' guide pg272.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves.
25minutes	Lesson development



## Step 1

Explain and demonstrate on how to role play in the baby pool walking.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they role pay.

Link to Pcls: Life skills-coping with emotions as they interact with each other.

# Step 2

Guide learners to walk along improvise pool as they observe safety.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they role pay.

Link to Pcls: Life skills-coping with emotions as they interact with each other.

### Step 3

Learners to repeat the safety measures as they walk in shallow end of the pool.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they role pay.

Link to Pcls: Life skills-coping with emotions as they interact with each other.

#### 5 minutes

#### Conclusion

Ask the questions e.g. Name one safety gear?



Extended Activities.
Learners to walk along shallow improvised pools at home.

Summary: Learners to identify swimming gears.

Reflection in the lesson/self-remarks: .....

# **WEEK 8: LESSON 1**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Fun games.

**Sub strand /sub-Theme:** Traditional games.

**Specific learning outcome:** 

By the end of the end of the sub strand the learner should be able to:

Play one love game.

## **Key inquiry question**

What did you like about the game? What did you not like about the game?

**Core Learning resources:** Flashcards, Children, Playground, Know more teachers' guide

pg263-264.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to jog for warm up.
25minutes	Lesson development



# Step 1

Demonstrate to learners how to play one love game. Learners to stand in a circle. Let one learner shout one love and each learner stand alone. Shout three love to stand three.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they play game.

Link to Pcls: Lifeskills-coping with emotions as express themselves as they play.

# Step 2

Guide learners to play the game. Learners to stand in a circle. Let one learner shout one love and each learner stand alone. Shout three loves to stand three.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they play game.

Link to Pcls: Lifeskills-coping with emotions as express themselves as they play.

### Step 3

Guide learners to play the game. Learners to stand in a circle. Let one learner shout one love and each learner stand alone. Shout three loves to stand three.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they play game.

Link to Pcls: Lifeskills-coping with emotions as express themselves as they play.



## 5 minutes

### Conclusion

Learners to carry out relaxation or cool down activities.

Ask question What do you like about the game?

**Extended Activities.** 

Learners to play one love game at home.

**Summary:** Learners to enjoy playing the game and learn to love each other.

Reflection in the lesson/self-remarks:

**WEEK 8: LESSON 2** 

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Fun games.

**Sub strand /sub-Theme:** Traditional games.

**Specific learning outcome:** 

By the end of the end of the sub strand the learner should be able to:

Play marble game.

## **Key inquiry question**

Which type of game did you like? Which type of game did you enjoy?

**Core Learning resources:** Flashcards, Children, Playground, Know more teachers' guide

pg263-264.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.

Learners to warm up by stretching hands, legs and even fingers.

#### 25minutes

## **Lesson development**

# Step 1

Demonstrate to children how marble game is played.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they play water marble game.

Link to Pcls: Life skills-coping with emotions as they play.

# Step 2

Draw the first circle and guide each group to draw its circle of about 90cm. Ask learners to put marble in respective circle. Demonstrate in one group how to play the marble.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they play water marble game.

Link to Pcls: Life skills-coping with emotions as they play.

### Step 3

Learners to play marbles on their own. They hit a marble and remove it.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they play water marble game.

Link to Pcls: Life skills-coping with emotions as they play.



## 5 minutes

**Conclusion** 

Relation or cool down activity.

Learners to breathe in and out.

Learners to talk about the experience.

**Extended Activities.** 

Learners to play marble games at home.

**Summary:** Learners to enjoy playing the game.

Reflection in the lesson/self-remarks: .....

**WEEK 8: LESSON 3** 

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Fun games.

**Sub strand /sub-Theme:** Traditional games.

**Specific learning outcome:** 

By the end of the end of the sub strand the learner should be able to:

Play the game he/she likes to play most.

Choose the game she/he likes most.

## **Key inquiry question**

Which type of game did you like?

Which type of game did you enjoy?

**Core Learning resources:** Flashcards, Children, Playground, Know more teachers' guide pg263-264.

TIME	CONTENT
1	



### 5 minutes | Introduction

Warm up activity.

Learners to jog for warm up.

#### 25minutes

### **Lesson development**

## Step 1

Identify type of the game children like.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they share materials.

Link to Pcls: Life skills-coping with emotions as they interact with each other.

## Step 2

Group them according to the game they like. Provide them with the material they need. Guide learners to play the games of their choice.

Core competence: Communication and collaboration-Learners will play all the games in pairs. Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they share materials.

Link to Pcls: Life skills-coping with emotions as they interact with each other.

### Step 3

Learners to play on their own.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they share materials.



Link to Pcls: Life skills-coping with emotions as they interact with each other.

#### 5 minutes

### **Conclusion**

Relation or cool down activity.

Learners to breathe in and out.

Learners to talk about the experience.

**Extended Activities.** 

Learners to play marble games at home.

**Summary:** Learners to enjoy playing the game.

Reflection in the lesson/self-remarks:

## **WEEK 8: LESSON 4**

SCHOOL	CLASS	DATE	TIME	ROLL

Strand /Theme: Fun games.

**Sub strand /sub-Theme:** Traditional games.

## **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Play hide and seek.

# **Key inquiry question**

What did you like about the game?

**Core Learning resources:** Flashcards, Children, Playground, Know more teachers' guide pg263-264.

TIME   CONTENT
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### 5 minutes | Introduction

Warm up activity.

Learners to jog for five minutes before they start to play.

#### 25minutes

## **Lesson development**

## Step 1

Explain and demonstrate how to play hide and seek game.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as share play materials.

Link to Pcls: Lifeskills-coping with emotions as they express themselves as they play.

## Step 2

Guide one learner to count to five as he/she closes eyes as others hide. He then searches the others.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as share play materials.

Link to Pcls: Lifeskills-coping with emotions as they express themselves as they play.

### Step 3

Learners to repeat hide and seek game on their own.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as share play materials.



Link to Pcls: Lifeskills-coping with emotions as they express themselves as they play.

## 5 minutes

### **Conclusion**

Relation or cool down activity.

Learners to stretch themselves.

Ask the learners questions about the game e.g What did you like bout the game?

**Extended Activities.** 

Learners to play hide and seek game at home.

**Summary:** Learners to enjoy playing the game.

Reflection in the lesson/self-remarks:

## **WEEK 8: LESSON 5**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Fun games.

**Sub strand /sub-Theme:** Traditional games.

## **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Play the musical chair game.

## **Key inquiry question**

What did you like about the game? What did you not like about the game?

**Core Learning resources:** Flashcards, Children, Playground, Know more teachers' guide pg263-264.



duction In up activity.  The development  It constrate how to play musical chair game. Ask learners to arrange chairs in circular. Ask learners to stand behind the chairs. Play and stop music suddenly as the rotate the chairs. The learners who remain without a chair to get out.  Competence: Communication and collaboration-Learners will play all the games
ers to jog for warm up.  In development  In onstrate how to play musical chair game. Ask learners to arrange chairs in circular. Ask learners to stand behind the chairs. Play and stop music suddenly as the rotate the chairs. The learners who remain without a chair to get out.
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es:Respect, cooperation and social justice as they play.
to Pcls: Life skills-coping with emotions as they dance to music.
2
e learners to play the game. Ask learners to arrange chairs in semi-circular. Ask
ers to stand behind the chairs. Play and stop music suddenly as children rotate the
. The learners who remain without a chair to get out.
competence: Communication and collaboration-Learners will play all the games
irs.Imagination and creativity-Learners will develop imagination and creativity
ey play.
es:Respect, cooperation and social justice as they play.
to Pcls: Life skills-coping with emotions as they dance to music.
3



Learners to arrange chairs in semi-circular. Learners to stand behind the chairs. Play and stop music suddenly as children rotate the chairs. The learners who remain without a chair to get out. They compete until you find the final winner.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they play.

Link to Pcls: Life skills-coping with emotions as they dance to music.

### 5 minutes

### Conclusion

Warm up activity.

Learners to breathe in and out.

Learners to talk about the experience.

**Extended Activities.** 

Learners to play hide and seek game at home.

<b>Summary:</b> Learners to en	njoy playing the game.
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Reflection in the lesson/self-remarks:

### **WEEK 9: LESSON 1**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand / Theme**: Swimming.

**Sub strand /sub-Theme:** 

Water orientation

## **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:



Walk in the baby pool.

Observe safety rules as they walk in water.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg280.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves.
25minutes	Lesson development
	Step 1
	Demonstrate to learners how to walk in water.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they learn together.
	Link to Pcls: Lifeskills-coping with emotions as they interact with each other.
	Step 2
	Guide learners to walk towards the pool. Ensure you keep eye contact with your learners.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they learn together.



Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

## Step 3

Learners to participate in walking in water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

### 5 minutes

## Conclusion

Relaxation.

Guide learners to engage in a static stretching.

Ask the questions e.g How did you feel in water?

**Extended Activities.** 

Learners to participate walking in water at home with guidance of caregivers.

**Summary:** Learners to identify rules used in the water when swimming.

Reflection in the lesson/self-remarks:

### **WEEK 9: LESSON 2**

SCHOOL	CLASS	DATE	TIME	ROLL

Strand /Theme: Swimming.

#### Sub strand /sub-Theme:

Water orientation.



# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Adjust in water by controlling breath in water.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg282.

Introduction
Warm up activity.
Learners to stretch themselves. Shower with their swimming costumes so that body can get
used to water.
Lesson development
Step 1
Demonstrate how to control breath in water.
Core competence: Communication and collaboration-Learners will play all the games
in pairs.Imagination and creativity-Learners will develop imagination and creativity
as they play.
Values: Respect, cooperation and social justice as they control breath in water.
Link to Pcls: Lifeskills-coping with emotions as they control breath in water.
Step 2
Guide learners to submerge their heads into water. Learners can do this by blowing bubbles
into the water.



Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they control breath in water.

Link to Pcls: Lifeskills-coping with emotions as they control breath in water.

## Step 3

Learners to submerge their heads into water. Learners can do this by blowing bubbles into the water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they control breath in water.

Link to Pcls: Lifeskills-coping with emotions as they control breath in water.

### 5 minutes

Conclusion

Relaxation.

Guide learners to engage in a static stretching.

Ask the questions e.g How did you feel in water?

**Extended Activities.** 

Learners to blow bubbles into water as they submerge their heads.

**Summary:** Learners to identify how to control breath in water.

Reflection in the lesson/self-remarks: .....

**WEEK 9: LESSON 3** 

SCHOOL	CLASS	DATE	TIME	ROLL



**Strand /Theme**: Swimming.

## **Sub strand /sub-Theme:**

Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Walk in the baby pool.

Observe safety rules as they walk in water.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg282.

TIME	CONTENT		
5 minutes	Introduction		
	Warm up activity.		
	Learners to stretch themselves.		
25minutes	Lesson development		
	Step 1		
	Demonstrate to learners how to walk in water.		
	Core competence: Communication and collaboration-Learners will play all the		
	games in pairs.Imagination and creativity-Learners will develop imagination and		
	creativity as they play.		
	Values: Respect, cooperation and social justice as they control breath in water.		
	Link to Pcls: Lifeskills-coping with emotions as they control breath in water.		

## Step 2

Guide learners to walk towards the pool. Ensure you keep eye contact with your learners.

## Step 3

Learners to participate in walking in water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they control breath in water.

Link to Pcls: Lifeskills-coping with emotions as they control breath in water.

### **Conclusion**

#### 5 minutes

Relaxation.

Guide learners to engage in a static stretching.

Ask the questions e.g How did you feel in water?

**Extended Activities.** 

Learners to blow bubbles into water as they submerge their heads.

Summary: Learners to identify rules used in the water when swimming.

Reflection in the lesson/self-remarks:

# **WEEK 9: LESSON 4**

S	CHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.



# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Adjust in water by controlling breath in water.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg282.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves. Shower with their swimming costumes so that body can
	get used to water.
25minutes	Lesson development
	Step 1
	Demonstrate how to control breath in water.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they control breath in water.
	Link to Pcls: Life skills-coping with emotions as they express their feelings.
	Step 2
	Guide learners to submerge their heads into water. Learners can do this by blowing
	bubbles into the water.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.



Values: Respect, cooperation and social justice as they control breath in water.

Link to Pcls: Life skills-coping with emotions as they express their feelings.

## Step 3

Learners to submerge their heads into water. Learners can do this by blowing bubbles into the water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they control breath in water.

Link to Pcls: Life skills-coping with emotions as they express their feelings.

### 5 minutes

### Conclusion

Relaxation.

Guide learners to engage in a static stretching.

Ask the questions e.g How did you feel in water?

**Extended Activities.** 

Learners to blow bubbles into water as they submerge their heads.

**Summary:** Learners to identify how to control breath in water.

Reflection in the lesson/self-remarks:

### **WEEK 9: LESSON 5**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

**Sub strand /sub-Theme:** 



Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Swimming while kicking in the pool.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg284.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves. Shower with their swimming costumes so that body can
	get used to water.
25minutes	Lesson development
	Step 1
	Demonstrate to learners how to swim while kicking in the pool.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they swim.
	Link to Pcls: Life skills-coping with emotions as they swim while kicking in the pool.
	Step 2
	Guide learners to how to kick the water while singing the motor boat rhymes.



Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they swim.

Link to Pcls: Life skills-coping with emotions as they swim while kicking in the pool.

Step 3

Learners to kick water in the pool.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they swim.

Link to Pcls: Life skills-coping with emotions as they swim while kicking in the pool.

5 minutes

Conclusion

Relaxation.

Ask learners to slowly kick while in the water.

Ask the questions e.g. How did you feel in water?

**Extended Activities.** 

Learners to kick water in an improvised pool at home.

**Summary:** Learners to identify how to control breath in water.

Reflection in the lesson/self-remarks:

**WEEK 10: LESSON 1** 



SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

## **Sub strand /sub-Theme:**

Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Walk in the baby pool.

Observe safety rules as they walk in water.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg280.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves.
25minutes	Lesson development
	Step 1
	Demonstrate to learners how to walk in water.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.

Values: Respect, cooperation and social justice as they demonstrate how to walk in water.

Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

# Step 2

Guide learners to walk towards the pool. Ensure you keep eye contact with your learners.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values:Respect, cooperation and social justice as they demonstrate how to walk in water.

Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

## Step 3

Learners to participate in walking in water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they demonstrate how to walk in water.

Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

### 5 minutes

### Conclusion

### Relaxation.

Guide learners to engage in a static stretching.

Ask the questions e.g How did you feel in water?

**Extended Activities.** 



Learners to practice walking	on shallow water at home.
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Summary: Learners to identify rules used in the water when swimming.

Reflection in the lesson/self-remarks: .....

### **WEEK 10: LESSON 2**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

### **Sub strand /sub-Theme:**

Water orientation.

## **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Adjust in water by controlling breath in water.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg282.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves. Shower with their swimming costumes so that body can
	get used to water.
25minutes	Lesson development
	Step 1

Demonstrate how to control breath in water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they control breath

Link to Pcls: Lifeskills-coping with emotions as they express themselves.

### Step 2

Guide learners to submerge their heads into water. Learners can do this by blowing bubbles into the water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they control breath

Link to Pcls: Lifeskills-coping with emotions as they express themselves.

### Step 3

Learners to submerge their heads into water. Learners can do this by blowing bubbles into the water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they control breath

Link to Pcls: Lifeskills-coping with emotions as they express themselves.

#### 5 minutes

**Conclusion** 

Relaxation.



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Guide learners to	engage in a	a ctatic cti	etching
Outdo featilets w	cingage in a	i static sti	ctciiiig.

Ask the questions e.g How did you feel in water?

**Extended Activities.** 

Learners to practice walking on shallow water at home.

**Summary:** Learners to identify how to control breath in water.

Reflection in the lesson/self-remarks: .....

**WEEK 10: LESSON 3** 

SCHOOL	CLASS	DATE	TIME	ROLL

Strand /Theme: Swimming.

## **Sub strand /sub-Theme:**

Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Walk in the baby pool.

Observe safety rules as they walk in water.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg280.

TIME	CONTENT
5 minutes	Introduction



# Warm up activity.

Learners to stretch themselves.

### 25minute

## Lesson development

### Step 1

Demonstrate to learners how to walk in water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they demonstrate how to walk in water.

Link to Pcls: Lifeskills-coping with emotions as they express themselves.

## Step 2

Guide learners to walk towards the pool. Ensure you keep eye contact with your learners.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values:Respect, cooperation and social justice as they demonstrate how to walk in water.

Link to Pcls: Lifeskills-coping with emotions as they express themselves.

### Step 3

Learners to participate in walking in water.

Core competence: Communication and collaboration-Learners will play all the games in pairs. Imagination and creativity-Learners will develop imagination and creativity as they play.



Values: Respect, cooperation and social justice as they demonstrate how to walk in
water.

Link to Pcls: Lifeskills-coping with emotions as they express themselves.

## 5 minutes

**Conclusion** 

Relaxation.

Guide learners to engage in a static stretching.

Ask the questions e.g How did you feel in water?

**Extended Activities.** 

Learners to practice walking on shallow water at home.

Summary: Learners to identify rules used in the water when swimming.

Reflection in the lesson/self-remarks: .....

## **WEEK 10: LESSON 4**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

**Specific learning outcome:** 

By the end of the end of the sub strand the learner should be able to:

Adjust in water by controlling breath in water.

# **Key inquiry question**



How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg282.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves. Shower with their swimming costumes so that body can
	get used to water.
25minutes	Lesson development
	Step 1
	Demonstrate how to control breath in water.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they control breath.
	Link to Pcls: Lifeskills-coping with emotions as they control breath.
	Step 2
	Guide learners to submerge their heads into water. Learners can do this by blowing
	bubbles into the water.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values: Respect, cooperation and social justice as they control breath.
	Link to Pcls: Lifeskills-coping with emotions as they control breath.



# Step 3

Learners to submerge their heads into water. Learners can do this by blowing bubbles into the water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they control breath.

Link to Pcls: Lifeskills-coping with emotions as they control breath.

#### 5 minutes

### **Conclusion**

Relaxation.

Guide learners to engage in a static stretching.

Ask the questions e.g How did you feel in water?

**Extended Activities.** 

Learners to blow bubble at home.

**Summary:** Learners to identify how to control breath in water.

Reflection in the lesson/self-remarks:

### **WEEK 10: LESSON 5**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand / Theme**: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

**Specific learning outcome:** 



By the end of the end of the sub strand the learner should be able to:

Swimming while kicking in the pool.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg284.

TIME	CONTENT				
5 minutes	Introduction				
	Warm up activity.				
	Learners to stretch themselves. Shower with their swimming costumes so that body can				
	get used to water.				
25minutes	Lesson development				
	Step 1				
	Demonstrate to learners how to swim while kicking in the pool.				
	Core competence: Communication and collaboration-Learners will play all the				
	games in pairs.Imagination and creativity-Learners will develop imagination and				
	creativity as they play.				
	Values: Respect, cooperation and social justice as they learn how to swim.				
	Link to Pcls: Lifeskills-coping with emotions as they interact with each other.				
	Step 2				
	Guide learners to how to kick the water while singing the motor boat rhymes.				
	Core competence: Communication and collaboration-Learners will play all the				
	games in pairs.Imagination and creativity-Learners will develop imagination and				
	creativity as they play.				
	Values: Respect, cooperation and social justice as they learn how to swim.				
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Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

# Step 3

Learners to kick water in the pool.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn how to swim.

Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

### 5 minutes

### Conclusion

Relaxation.

Ask learners to slowly kick while in the water.

Ask the questions e.g How did you feel in water?

**Extended Activities.** 

Learners to kick water in the pool.

**Summary:** Learners to identify how to control breath in water.

Reflection in the lesson/self-remarks: .....

WEEK 11: LESSON 1

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand / Theme**: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.



# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Walk in the baby pool.

Observe safety rules as they walk in water.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg280.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves.
25minutes	Lesson development
	Step 1
	Demonstrate to learners how to walk in water.
	Core competence: Communication and collaboration-Learners will play all the
	games in pairs.Imagination and creativity-Learners will develop imagination and
	creativity as they play.
	Values.:Respect, cooperation and social justice as they learn how to walk in water.



Link to Pcls: Lifeskills-coping with emotions as they learn.

## Step 2

Guide learners to walk towards the pool. Ensure you keep eye contact with your learners.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values.: Respect, cooperation and social justice as they learn how to walk in water.

Link to Pcls: Lifeskills-coping with emotions as they learn.

# Step 3

Learners to participate in walking in water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values.: Respect, cooperation and social justice as they learn how to walk in water.

Link to Pcls: Lifeskills-coping with emotions as they learn.

#### 5 minutes

#### Conclusion

Relaxation.

Guide learners to engage in a static stretching.

Ask the questions e.g How did you feel in water?

**Extended Activities.** 

Learners to kick water in the pool.

**Summary:** Learners to identify rules used in the water when swimming.



Reflection in the lesson/self-remark	к	К	ketlection	ın	the	lesson.	/selt·	-remar	·KS:
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WEEK 11: LESSON 2

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand / Theme**: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Adjust in water by controlling breath in water.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg282.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves. Shower with their swimming costumes so that body can
	get used to water.



#### 25minutes

# **Lesson development**

# Step 1

Demonstrate how to control breath in water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.

Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Lifeskills-coping with emotions as they express themselves while learning.

## Step 2

Guide learners to submerge their heads into water. Learners can do this by blowing bubbles into the water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.

Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Lifeskills-coping with emotions as they express themselves while learning.

## Step 3

Learners to submerge their heads into water. Learners can do this by blowing bubbles into the water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.



Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they learn together.

Link to Pcls: Lifeskills-coping with emotions as they express themselves while learning.

## 5 minutes

### Conclusion

Relaxation.

Guide learners to engage in a static stretching.

Ask the questions e.g How did you feel in water?

**Extended Activities.** 

Learners to kick water in the pool.

**Summary:** Learners to identify how to control breath in water.

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Reflecti	on in	the	IACCAN/C	Alt_i	remarks:
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## **WEEK 11: LESSON 3**

SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

**Sub strand /sub-Theme:** 

Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:



Walk in the baby pool.

Observe safety rules as they walk in water.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg280.

TIME	CONTENT				
5 minutes	Introduction				
	Warm up activity.				
	Learners to stretch themselves.				
25minutes	Lesson development				
	Step 1				
	Demonstrate to learners how to walk in water.				
	Core competence: Communication and collaboration-Learners will play all the games				
	in pairs.Imagination and creativity-Learners will develop imagination and creativity				
	as they play.				
	Values: Respect, cooperation and social justice as they walk in water.				
	Link to Pcls: Lifeskills-coping with emotions as they walk in water.				
	Step 2				
	Guide learners to walk towards the pool. Ensure you keep eye contact with your learners.				



Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they walk in water.

Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

# Step 3

Learners to participate in walking in water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they walk in water.

Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

#### 5 minutes

### Conclusion

Relaxation.

Guide learners to engage in a static stretching.

Ask the questions e.g How did you feel in water?

**Extended Activities.** 

Learners to kick water in the pool at home.

**Summary:** Learners to identify rules used in the water when swimming.

Reflection in the lesson/self-remarks:

**WEEK 11: LESSON 4** 



SCHOOL	CLASS	DATE	TIME	ROLL

**Strand /Theme**: Swimming.

## **Sub strand /sub-Theme:**

Water orientation.

# **Specific learning outcome:**

By the end of the end of the sub strand the learner should be able to:

Adjust in water by controlling breath in water.

# **Key inquiry question**

How did you feel in water?

Core Learning resources: Children, Pool, Know more teachers' guide pg282.

TIME	CONTENT
5 minutes	Introduction
	Warm up activity.
	Learners to stretch themselves. Shower with their swimming costumes so that body can get
	used to water.
25minutes	
25mmutes	Lesson development
	Step 1
	Demonstrate how to control breath in water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they control their breath in water.

Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

## Step 2

Guide learners to submerge their heads into water. Learners can do this by blowing bubbles into the water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they control their breath in water.

Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

### Step 3

Learners to submerge their heads into water. Learners can do this by blowing bubbles into the water.

Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice as they control their breath in water.

Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

### 5 minutes

### **Conclusion**

Relaxation.

Guide learners to engage in a static stretching.



Exte	nded Activities.					
Lear	ners to kick water	in the pool at ho	me.			
Summary:	Learners to identi	fy how to control b	reath in water			
Reflection		in	the	les	lesson/self-remarks	
	LESSON 5	DATE	TELLAGE		DOL I	
SCHOOL	CLASS	DATE	TIME		ROLL	
Strand /Th	neme: Swimming.		<u> </u>			
Sub strand	l/sub-Theme:					
Sub strand Water ories	l /sub-Theme:		I			
Sub strand Water ories Specific lea	I /sub-Theme: ntation. arning outcome:					
Sub strand Water ories Specific lea	l /sub-Theme:	ub strand the learne	er should be able	e to:		
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Sub strand Water ories Specific lea By the end	I /sub-Theme:  ntation.  nrning outcome:  of the end of the so  while kicking in the		er should be ablo	e to:		



TIME	CONTENT				
5 minutes	Introduction				
	Warm up activity.				
	Learners to stretch themselves. Shower with their swimming costumes so that body can				
	get used to water.				
25minutes	Lesson development				
	Step 1				
	Demonstrate to learners how to swim while kicking in the pool.				
	Core competence: Communication and collaboration-Learners will play all the				
	games in pairs.Imagination and creativity-Learners will develop imagination and				
	creativity as they play.				
	Values: Respect, cooperation and social justice while they kick in the pool.				
	Link to Pcls: Lifeskills-coping with emotions as they interact with each other.				
	Step 2				
	Guide learners to how to kick the water while singing the motor boat rhymes.				
	Core competence: Communication and collaboration-Learners will play all the				
	games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.				
	Values: Respect, cooperation and social justice while they kick in the pool.				
	Link to Pcls: Lifeskills-coping with emotions as they interact with each other.				
	Step 3				
	Learners to kick water in the pool.				



Core competence: Communication and collaboration-Learners will play all the games in pairs.Imagination and creativity-Learners will develop imagination and creativity as they play.

Values: Respect, cooperation and social justice while they kick in the pool.

Link to Pcls: Lifeskills-coping with emotions as they interact with each other.

## 5 minutes

Conclusion

Relaxation.

Ask learners to slowly kick while in the water.

Ask the questions e.g How did you feel in water?

**Extended Activities.** 

Learners to kick water in the pool at home.

**Summary:** Learners to identify how to control breath in water.

Reflection in	the lesson/self-remarks:	