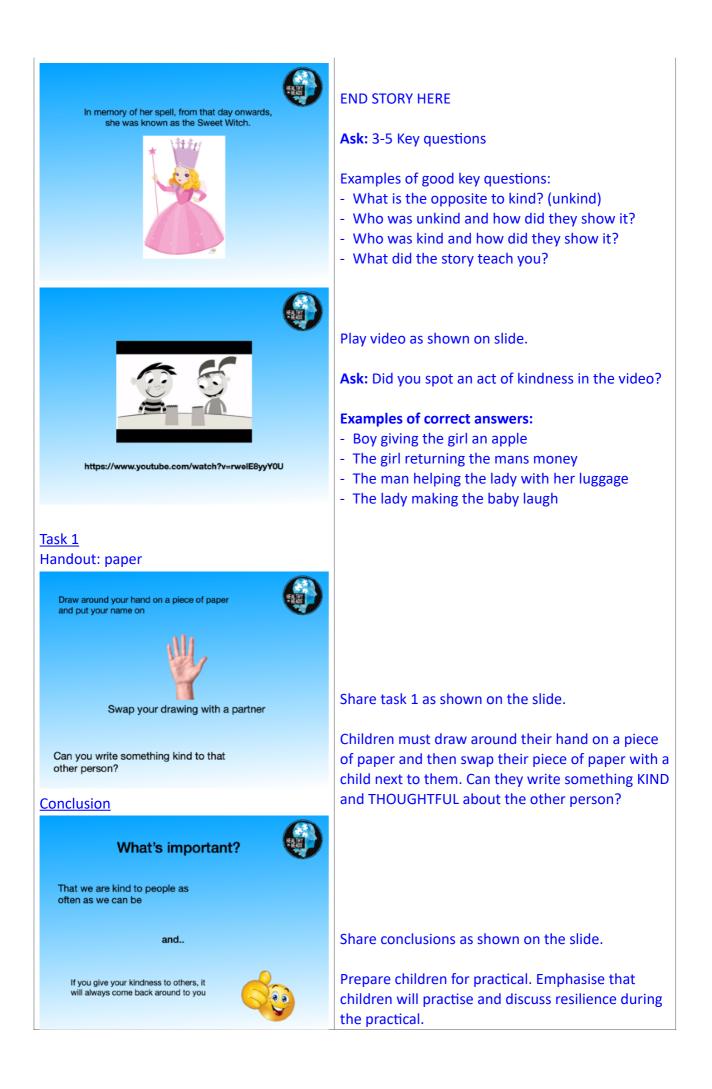


## Healthy Heads Lesson Plan Kindness - Year 1/2

Our Aim: - I can recognise how to be kind to others

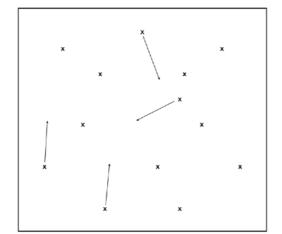
- I can show kindness to another person
  I can practice being kind when playing games

Lesson Topic: Kindness	
Age: Year 1/2	Duration: 1 hour - 30 min classroom + 30 practical
Links to PSHE curriculum:	Notes on the class:
- About what kind and unkind means	Gain overview of class - discussion with teacher.
- About what it means to give support	SEND Medical Behaviour Other
Resources	
Theory: kindness presentation, paper Practical: cones, beanbags, dodgeballs	
Organisation/Diargams	Teaching Points/Questions
Theory Introduction	
Our aim:	
- I can recognise how to be kind to others	Introduce topic Set classroom expectations
- I can show kindness to another person	Share learning objective
- I can practice being kind when playing games	
<u>Story</u>	
The Sweet Witch	Read: The Sweet Witch
	BEGIN STORY HERE



## **Practical**

Activity 1 - Drive your car



Key: Children - x

Children must move around the area like a car with a beanbag in their hands (the steering wheel) and follow prompts from the teacher. Initially, they'll progress through the different gears on a car as follows: 1st gear = slow walk, 2nd gear = fast walk, 3rd gear = slow jog, 4th gear = fast jog, 5th gear = sprint

Progression 1 - 'Flat tyre'. Children must swap their beanbag with a partner by handing it to them.

Progression 2 - 'Speed bump'. Children must do lots of little throws and catches with their beanbag. Encourage children to catch with two hands, one hand, swap throwing and catching hands.

Progression 3 - 'Roundabout'. Children must find a partner and take it in turns to walk around the other person ie. 'going round the roundabout'.

Progression 4 - 'Super flat tyre'. Children must find a partner to swap their beanbag with, but they must throw the beanbag to each other at the same time.

## **Teaching points:**

**Ask:** How can you show kindness during this activity?

Examples of correct answers:

- Say please and thank you when swapping beanbags
- Let their partner go first when completing the roundabout
- If someone wants to be your partner, let them
- Help people who are struggling to find a partner
- Complete a gentle throw to their parter during 'Super flat tyre'.

<u>Conclusion</u> Remind children of learning and share rewards i.e Dojos.