Year 6 – Lesson Plan 2 – P.E.

How can we use problem-solving, resilience, and physical skills to complete a challenging course?

Aim: To develop stamina, agility, and teamwork through an adventure race that combines running, obstacles, and problem-solving tasks.	Key Words: • Agility, stamina, resilience, co-ordination, problemsolving, navigation, teamwork, strategy.	 Preparation: Cones and markers to set up the course Hoops, hurdles, and balance beams (or benches) Ropes or skipping ropes for "river crossing" challenges Beanbags or balls for throwing targets Clipboards and pencils for problem-solving checkpoints Stopwatches
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Prior Learning: Children should have experience working collaboratively in teams and have practised basic skills such as balancing, climbing, and throwing.

WC / PT	 Warm-up: Begin with a light jog around the playing area, weaving between cones. Add movement variations – lunges, high knees, side shuffles – to warm up different muscles. Finish with a partner challenge: children mirror each other's movements for 30 seconds, switching roles. 	0-5 mins
WC	 Main Teach: Introduce key skills and stations that will be part of the race: Speed and Stamina Section – short sprints followed by longer runs. Obstacle Navigation – climbing over benches, crawling under hurdles, and balancing on beams. Accuracy Challenges – throwing beanbags into hoops or hitting a target from a distance. Team Problem-Solving – decoding a simple puzzle or collecting pieces of a map from different points. Explain safety, demonstrate each challenge, and show how teams will transition between stations. 	5-10 mins

1 / S	 Activity: Teams complete the course in a relay format, with each member tackling part of the route. At problem-solving checkpoints, the team must work together before continuing. Points are awarded for completing challenges, showing teamwork, and finishing in good time. Emphasis on co-operation and encouraging each other, not just speed. 	10-30 mins
I	Extension Challenge: Teams redesign one section of the course to make it more challenging, then test it with another team.	30-35 mins
WC	Plenary: Gather the children together to discuss: • What was the most challenging part of the race and why? • How did your team work together to solve problems? • What skills could you improve for next time? Finish with gentle stretches while imagining preparing for the "next expedition."	35-40 mins

WC – Whole Class PT – Partner Talk I – Independent S - Support

Challenge A	Geography Link: Create a simple map of the racecourse, marking key features and using correct symbols.	
Challenge B	Science Link: Investigate which muscles were used in different parts of the race and how exercise affects the body.	