22/4/2016

Group: GAA Nursery	Venue: Hall (LESSON P	2LAN 3)
Age: 5-6 Boys and Girls	No. Of Participants: Var	ries
Coaches: Emma and	Safety Points: Laces to b	
Louise Byrne	Beware of surrounding eg	
Deter 22/04/2016	1	d children bumping into each other.
<u>Date:</u> 22/04/2016	Dribbling/Ball Control	, Recap Bouncing, Intro to
Equipment: Cones, Shape	es, Balls, Balloons, Bean B	ags
Parent/Child Task 1:		Parent/Child Task 2:
Name: Balloon Volleyball		Name: Reaction Time
<b>Duration:</b> 5 mins		<b>Duration:</b> 5 mins
Equipment: Balloons		Equipment: Balloons
Description:		Description:
• Child faces adult.		• Child faces adult.
• They must pass the balloon back and		• Adult holds a balloon out in front of child.
forth to one another.		• Child must react and catch balloon before
• Try not to let balloon touch the		it hits the ground.
ground.		
Activity 1: Bridges and Rivers		Activity 2-
Name: Bridges and Rivers		<b>Recap Skill of Bouncing (IDEA)</b>
<b>Duration:</b> 5 mins		Name: Colour Bounce Relay
Equipment: 4 Cones		• Duration: 5 mins
Description:		• Equipment: Shapes, balls
• Divide children into 2 groups.		• Description:
• One group are "Bridges" and one group		• Set up area marked out with shapes about 4
are "Rivers".		steps between each shape.
• "Bridges" balance on their hands and		• Separate children into equal teams.
feet, while the "Rivers" crawl under the		• Each group has a ball.
bridges.		<ul> <li>On whistle, first child in each group bounces</li> </ul>
Change over roles.		ball on each shape and back and hands the
		ball to next person in the group.
Activity 3-C	Trazy Cars	Activity 4: Intro Ball Control (IDEA)
Name: Crazy Cars		Name: Body Parts on the Ball
<b>Duration:</b> 5 mins		<b>Duration</b> : 5 mins
Equipment: Cones		<b>Equipment:</b> 4 cones, balls
Description:		Description:
-	a cone and tell them	• Give each child a ball.
that they are all		• Encourage children to move the ball
<ul> <li>Put on their seat</li> </ul>	-	around the area using various body parts.
<ul><li>Go through the traffic light colours.</li></ul>		<ul> <li>Coach to call out a body part and children</li> </ul>
<ul><li>Red light-STOP</li></ul>		must touch the body off the ball. E.g.,
<ul><li>Yellow light-WALK</li></ul>		Knee, toe, head etc.
-		
• Green light-RUN		

GAA Nursery Lesson Plan 3	22/4/2016 Emma & Louise Byrne
Activity 5-Traffic Lights	Activity 6-Dishes and Domes
Name: Traffic Lights	Name: Dishes and Domes
<b>Duration:</b> 5 mins	<b>Duration:</b> 5 mins
Equipment: Balls, Cones	Equipment: Cones
Description:	Description:
<ul> <li>Give each child a ball.</li> <li>Children to dribble and move ball around the area keeping ball close to themselves and using both feet.</li> <li>Go through the traffic light colours.</li> <li>Red light-STOP AND TRAP BALL</li> <li>Yellow light-WALK WHILE DRIBBLING</li> <li>Green light-RUN WHILE DRIBBLING</li> </ul>	<ul> <li>Split group into two teams. Get them to name their team.</li> <li>Then give one group the task of turning all cones up and the other team the task of turning them down.</li> <li>They must stop and put their hands in the air when you blow the whistle at the end.</li> <li>You must then count to see which team is the winner.</li> </ul>
Activity 7-Keep Ball	Cool Down-Dishes and Domes v Adults
Name: Keep Ball	Name: Dishes and Domes v Adults
<b>Duration:</b> 5 mins	<b>Duration:</b> 5 mins
Equipment: Balls, Cones	Equipment: Cones
Description:	Description:
• Give each child a ball.	• All adults are "Domes"
• Children to dribble and move ball	• All children are "Dishes"
<ul> <li>around the area keeping ball close to themselves and using both feet.</li> <li>Adults to try to get ball off their child.</li> </ul>	<ul> <li>Everyone must stop and put their hands in the air when you blow the whistle at the end.</li> <li>You must then count to see which team is</li> </ul>
	the winner. ALWAYS THE CHILDREN!

## Notes:

- Please see Power Point slides for detailed description and diagrams of all activities.
- Also view video clips for further clarification of games/activities.



Leinster GAA GAMES DEVELOPMENT