Outdoor Learning Experience (5 years old)

Learning Experience: Outdoor Board Game	Shared by: Geraldine Hii
Environment: Open area that has a flat surface e.g., badminton court,	Estimated time: 20 minutes
multi-purpose hall or open field	
Children's prior knowledge:	
• Children are able to recognise numbers 1 – 6	
What children will experience:	Suitable for:
Number recognition through a board game in the outdoors	
	• 5 years old
NEL Learning Areas	
Numeracy:	
Recognise numbers in numerals	
Social and Emotional Development:	
Play cooperatively in a group through turn-taking	
Motor Skills Development:	
Learn various locomotor movements (if variation of the game is	
played)	
What you will need:	Benefit-Risk Assessment:
 30 large paper plates with the numbers 1 – 30 written on using 	
markers	Benefit:
1 large die	Children can move and learn about number concepts.

	 Children can learn locomotor movement skills if variation of the game is played. Risk: Suitability of the open space Suitability of the equipment used e.g., use of hula hoops to enlarge the space to facilitate locomotor movements Non-slippery surface No sharp objects on the grass / open field Management: Adequate adult supervision Access to help (e.g., vicinity to centre, communication devices) Proper attire and footwear for physical activities Scan the venue to ensure it is free from potential hazards such as sharp objects, pot holes, broken tiles or insects Set limits/boundary for children to explore Ensure teachers have sight of the children at all times Display a signage of the activity to inform public.
How to make it happen:	Photographs:
1. Lay out the numbered plates in sequence, changing directions after every 5 paper plates.	
 2. 3 – 4 children can play each round. 3. Children will take turns throwing the dice and move themselves 	
around the board.	

- 4. Children can try to identify the number they end up on after each turn. (Teacher to assist them if they are unable to identify)
- 5. The child that reaches number plate 30 first will be the winner.
- 6. Introduce locomotor movements (e.g., jump, hop) into the game after they are familiar with the game. [However, more space need to be created for these locomotor movements to be executed, for instance, using hoola hoops instead of plates.

