

The Call

Grade 5 - Physical Education

The Call

☆ Learning Goals (WALT)

- We are learning to give and receive clear instructions during physical activity.
- We are learning to communicate precisely when the situation changes fast (Communication).

☑ Success Criteria

- I can give a direction that is short, specific, and timed.
- I can listen and respond to a teammate's call without freezing.
- I can change my call when the situation changes.

🌐 Career Connection

Sports coaches, air traffic controllers, and paramedics communicate under pressure constantly. The difference between a good call and a missed one is often clarity - not volume.

Overview

A modified tag game where one student is the "caller" for their team - they can't move, but they direct teammates using only verbal instructions. Teams rotate the caller role every two minutes. The skill is giving clear, timely, useful communication - not just talking.

Materials

Pinnies or coloured bands to identify teams (optional). A gymnasium or large outdoor space.

Three-Part Lesson

MINDS ON (8 MIN)

Partner activity: one partner is blindfolded (or closes eyes), the other gives verbal directions to guide them to a target on the floor - a cone, a spot marker, a line. Switch. Debrief: what words actually helped? What was confusing?

ACTION (30 MIN)

Teams of five play a modified tag game. One player per team is the designated Caller - they stand at a fixed point outside the play area and cannot move. Their job is to direct their four teammates: who to tag, who to avoid, where to move.

Rules:

- The Caller can only speak - no pointing, no gesturing.
- Teammates must respond visibly to what the Caller says.
- Every two minutes, a new player becomes the Caller.

Run three full rounds so every student has a turn as Caller.

CONSOLIDATION (7 MIN)

Students sit in their teams. Each team answers: what was the hardest part of being the Caller? What did your best Caller do that the others didn't? Share one answer per team with the class.

Differentiation

- Scaffolded: Caller is given a printed reference card with direction words and simple phrases to use.
- Standard: As written.
- Extension: Caller must give instructions one move in advance - "in three seconds, move left" - testing planning under pressure.

✓ Exit Ticket

Name one thing you said as Caller that actually worked. Why did it work?