

# Games/ball skills: Year R, 1, 2

#### throw and catch. Pupils will also start to develop their ability to follow motor skills through using a range of equipment to strike, dribble, kick, Pupils will develop basic object control skills. They will develop gross Overview EYES Develop basic game-based skills, particularly the FMS of throwing and catching. Pupils will develop resilience and teamwork through a range of Overview Overview Year 2

### aspects including taking turns and sharing We will also start to explore very basic teamwork and communication

instructions and complete tasks based on those instructions.

#### 1v1, 1v2 competitive games.

emotional and tactical skills through a range of cooperative games and target type games. Pupils will have the opportunity to apply physical games. Pupils will play games based on net/wall, strike & field, invasion and

resilience and teamwork through a range of games. Pupils will play games Further develop basic game-based skills, start to display mastery in games. tactical skills through a range of cooperative and 1v1, 1v2 competitive have the opportunity to further develop and apply physical, emotional and based on net/wall, strike & field, invasion and target type games. Pupils will fundamental movement skilis (see physical skils below). Pupils will develop

### Developing physical skills

- Running
- Galloping
- Hopping Buildung
- Skipping Rolling a ball
- Throwing a bal
- Kicking a ball
- Catching skills
- Starting to strike/bat a static ball

## Developing physical skills

- Running
- Galloping
- Side stepping
- Buidwing
- Hopping
- Rolling a ball
- Underarm throw
- Kicking a ball
- Catching skills
- Striking/batting a static ball

# Whole child criteria: Head | Hand | Heart

Whole child criteria: Head | Hand | Heart

I can follow simple instructions and commands

I can start to adapt/add my own ideas into my work

I will continue to revise and refine Fundamental Movement Skills (see

- I can start to link different actions together to create basic
- I can understand when I am successful and air: willing to improve with guidance
- I can adapt actions to include apparatu
- can coordinate my body to complete different balances and actions
- I can create simple gymnastics shapes
- I can travel using different body parts
- i can jump and land safely using basic jumps
- can start to use basic compositional ruess such as direction,

I can use equipment safely and responsibly I can describe how the body feels during exercise

I can start to work collaborativley with others

I am progressing towards a more fluent style of moving, with I can start to display travelling actions using different body parts

developing control and grace

e.g. jumping and stopping or running and skipping

I can start to link actions together with increasing ease & fluency

physical skills below)

- I can start to show confidence in PE when completing basic balances, shapes and dynamics
- I can work cooperatively with others
- I can work safely and responsibly when using apparatus

#### Developing physical skills

- Running (M)
- Galloping (M)

Side stepping (M)

- Jumping (M)
- Hopping (M)
- Rolling a ball (M)
- Throwing a ball (M)
- Kicking a ball (M)
- Catching skills (M)
- Unibbling skills
- Starting to strike/ball a moving ball

# Whole child criteria: Head | Hand | Heart

- I can link simple balance and travelling actions to create short
- I can adapt a sequence/task to include apparatus safely
- I can start to identify different elements of a performance
- I will develop my understanding of basic gymnastics terminology
- I can create a range of gymnastics shapes and start to link shapes rogerner
- I can start to explore balances using different body parts individually and with a partner
- I can jump and land safely using a range of basic jumps
- I can continue to develop a range of basic compositional ideas including direction, levels, and termoo
- I can start to show confidence and some consistency when completing basic balances and actions
- I can work cooperatively with others
- I can work safely and responsibly when using apparatus



# Games/ball skills

| EYFS   | Year 1  | Year 2  |
|--|---|---|
| Character values   | Character values  | Character values  |
| <ul><li>Resilience</li><li>Friendship</li><li>Respect</li><li>Teamwork</li><li>Cooperation</li></ul> | <ul> <li>Resilience</li> <li>Respect</li> <li>Fair play</li> <li>Teamwork</li> <li>Cooperation</li> <li>Thoughtfulness</li> </ul> | <ul> <li>Resilience</li> <li>Respect</li> <li>Fair play</li> <li>Teamwork</li> <li>Cooperation</li> <li>Thoughtfulness</li> </ul> |
|  |   |   |

# End of key stage 1 outcomes

and against others) and co-operative physical activities, in a range of increasingly challenging situations. to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities

Pupils should be taught to:

- Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
- Participate in team games, developing simple tactics for attacking and defending