

Games

Invasion | Net and Wall | Strike and Field

By the end of Year 1 pupils should have a basic grasp of this content. By the end of Year 2 pupils should have an advancing understanding of this content, whilst some will have a deep understanding.

- Use the terms 'opponent' and 'team-mate'.
- Use rolling, hitting, running, jumping, catching and kicking skills in combination.
- Develop tactics.
- Copy and remember moves and positions.
- Athletic activities are combined with games in Years 1 and 2.

By the end of Year 3 pupils should have a basic grasp of this content. By the end of Year 4 pupils should have an advancing understanding of this content, whilst some will have a deep understanding.

- Follow the rules of the game and play fairly.
- Lead others and act as a respectful team member.
- Throw and catch with control and accuracy.
- Choose appropriate tactics to cause problems for the opposition.
- Maintain possession of a ball (with, e.g. feet, a hockey stick or hands).
- Pass to team mates at appropriate times.
- Strike a ball and field with control.

By the end of Year 5 pupils should have a basic grasp of this content. By the end of Year 6 pupils should have an advancing understanding of this content, whilst some will have a deep understanding.

- Choose and combine techniques in game situations (running, throwing, catching, passing, jumping and kicking, etc.).
- Work alone, or with team mates in order to gain points or possession.
- Strike a bowled or volleyed ball with accuracy.
- Use forehand and backhand when playing racket games
- Field, defend and attack tactically by anticipating the direction of play.
- Choose the most appropriate tactics for a game.
- Uphold the spirit of fair play and respect in all competitive situations.
- Lead others when called upon and act as a good role model within a team.