

Games Progression of Skills

<u>Nursery</u>	<u>Reception</u>	<u>Year One</u>	<u>Year Two</u>
<p>Practise fundamental movement skills including running, jumping, throwing and catching to develop agility, balance and co-ordination.</p> <p><u>Physical Skills</u></p> <ul style="list-style-type: none"> • Play on their own, keeping themselves safe by finding free space • Become a competent mover so that they can avoid others by controlling their body so they don't fall over i.e. move forward, sideways and backwards • Control balls of various sizes & shapes; carry and release into a target, roll, throw underarm, bounce, throw a ball in the air and catch, strike the ball with a foot. <p><u>Thinking Skills</u></p> <ul style="list-style-type: none"> • Watch others who are doing well • Make simple decisions of where and when to move to receive a ball • Understand that practise is needed in order to improve <p><u>Team Skills</u></p> <ul style="list-style-type: none"> • Join in games with others • Take turns • Begin to understand that if they don't play fairly others won't enjoy the activity 	<p>Continue to develop fundamental movement skills including running, jumping, throwing and catching to gain more confidence with agility, balance and co-ordination. To engage in co-operative activities with others.</p> <p><u>Physical Skills</u></p> <ul style="list-style-type: none"> • Play on their own and with others, keeping themselves safe by finding free space • Become a competent mover so that they can avoid others by controlling their body so they don't fall over i.e. move forward, sideways and backwards at different speeds with increasing control • Control balls of various sizes & shapes; throw underarm into a target, bounce & catch on the spot and on the move, hit a ball with a bat into a target • Move into a space or jump to stop a ball • Begin to join actions together e.g. throw then move <p><u>Thinking Skills</u></p> <ul style="list-style-type: none"> • Watch and copy others who are doing well • Choose the best equipment to enable them to play or move well • Make simple decisions of where and when to move to receive or defend a ball • Choose how to make it difficult for others to beat them • Understand that practise is needed in order to improve <p><u>Team Skills</u></p> <ul style="list-style-type: none"> • Join in games with others • Take turns 	<p><u>Invasion Games</u> Core Task – Ten Point Hoops The aim of the game is for children to score points by throwing beanbags into a choice of targets. Children will practise defending and attacking roles. Core Task – Rolla Ball The aim of the game is to score points by rolling a ball, underarm, over the opponents' line. Children will practise intercepting the ball to score themselves.</p> <p><u>Strike and Fielding Games</u> Core Task – Beanbag Throw The aim of the game is for the thrower to score points by throwing beanbags into a channel and then counting how many times they can move in and out of a hoop before fielders retrieve the beanbags.</p> <p>Further develop confidence with agility, balance and co-ordination to engage in co-operative and competitive activities against self and others. Participate in team games, beginning to develop simple tactics for attack and defence</p> <p><u>Physical Skills</u></p> <ul style="list-style-type: none"> • Play co-operatively and competitively with a partner • Use space well e.g. move into a space or jump to stop catch • Be a competent mover so that they can avoid others by controlling their body so they don't fall over i.e. move forward, sideways and backwards at different speeds with control • Further develop control and begin to make decisions when playing with balls of various sizes & shapes; roll & throw underarm/overarm to a partner, receive balls of various sizes and shapes from a partner, bounce & catch on the spot and on the move, strike & receive the ball with a foot <p><u>Thinking Skills</u></p>	<p><u>Invasion Games</u> Core Task – Piggy in the Middle The aim of the game is to score points by throwing and catching a ball between players. Children will practise defending and attacking roles. Core Task – Three Touch Ball The aim of the game is to score goals by passing a ball at least three times before throwing it into a hoop. Children will practise defending and attacking roles.</p> <p><u>Strike and Fielding Games</u> Core Task – Kick Rounder's The aim is for the kicker to kick the ball into the field, pick up a bean bag and then run as far as possible around the hoops before the fielding team returns the ball to the feeder's base. The kicker scores by carrying the beanbag to one of the four hoops.</p> <p><u>Net-Wall Games</u> Mini Tennis 1 The aim is to score points by hitting a ball over a net so that it bounces twice, with the first bounce in the court area. Players who do not have a racquet 'feed' a ball to their partner, who then try to hit it over the net into their opponent's court. When the ball goes over the net, the player without the racquet on the other side tries to intercept or catch the ball before it bounces twice, before feeding it to their own partner.</p> <p>Become increasingly competent and confident to extend their agility, balance and co-ordination to engage in co-operative and competitive activities against self and others. Participate in team games, developing tactics for attack and defence.</p> <p><u>Physical Skills</u></p> <ul style="list-style-type: none"> • Play co-operatively and competitively with a team of 3 • Use space well e.g. move into a space or jump to stop catch or strike a ball • Be a competent mover so that they can avoid others by controlling their body so they don't fall over i.e. move forward, sideways and backwards at different speeds with control • Control and make decisions when playing with balls of various sizes & shapes; roll & throw underarm/overarm to a partner, receive balls of various sizes and shapes from a partner, bounce & catch on the spot and on the move, strike & receive the ball with a foot &

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<ul style="list-style-type: none"> Understand that joining in activities gives them a good feeling 	<ul style="list-style-type: none"> Stay within boundaries of games Understand that if they don't play fairly others won't enjoy the activity Understand that joining in activities gives them a good feeling 	<ul style="list-style-type: none"> Adapt activities using their own ideas of how to make the game easier /harder/more enjoyable Make up simple rules with others to make the game enjoyable Begin to understand simple tactics to outwit a partner/small team when attacking or defending i.e. selecting an appropriate pass, looking one way passing the other, keeping on the move to mark a goal/target, moving into the pathway of a ball to intercept Have the determination to practise to improve own skills <p><u>Team Skills</u></p> <ul style="list-style-type: none"> Include others in their games Begin to recognise what they can do well Keep to rules so that they and others enjoy an activity Begin to recognise how they feel when they find activities easy/difficult, when they win/lose 	<p>hit a ball with a bat when playing with a partner</p> <p><u>Thinking Skills</u></p> <ul style="list-style-type: none"> Adapt activities using their own ideas of how to make the game easier /harder/more enjoyable by using STEP i.e. changing the space/ task/ equipment/ people Make up simple rules with others to make the game enjoyable and challenging Understand simple tactics to outwit a partner/small team when attacking or defending i.e. selecting an appropriate pass, looking one way passing the other, keeping on the move to mark a goal/target, moving into the pathway of a ball to intercept Change their intended action in response to their opponent Have the determination to practise to improve own skills <p><u>Team Skills</u></p> <ul style="list-style-type: none"> Include others in their games Begin to recognise what they and others can do well Keep to rules so that they and others enjoy an activity Begin to recognise how they and others feel when they find activities easy/difficult, when they win/lose
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