



Progression of Knowledge and Skills through Games

	Year 1			Year 2		
<p>Aim of Games</p> <p>In all games activities, children think about how to use skills, strategies and tactics to outwit the opposition.</p>	<p>Children develop basic game-playing skills, in particular the FMS of throwing and catching. They play games based on net games and striking and fielding games. They have an opportunity to play one against one, one against two, and one against three.</p>			<p>Children will improve and apply their basic FMS in games. They play games that demand simple choices and decisions on how to use space to avoid opponents, keep the ball and score points. They will continue to practice and refine their FMS and techniques, using them to outwit others. They will also develop an early understanding of simple concepts of attack.</p>		
<p>Performance of skills - Progression</p>	<p>Perform fundamental movement skills at a developing level in:</p> <p>Travelling skills. Sending skills. Receiving skills.</p>			<p>Perform fundamental movement skills at a developing level and start to master some basic movements in:</p> <p>Travelling skills. Sending skills. Receiving skills</p>		
<p>Developing Physical Skills – Lancashire Scheme</p>	<p>Side gallop Underarm throw Running</p>	<p>Rolling a ball Bounce a ball Catch ball Running</p>	<p>Overarm throw Running</p>	<p>Underarm throw Catching Running Dodging</p>	<p>Throw Catch Strike a ball Side gallop Running</p>	<p>Strike a ball off a tee Strike with a dropfeed Catch Overarm throw</p>
<p>Application of skills – Lancashire Scheme (Core Task)</p>	<p>The 'Ten point hoops' core task involves children scoring points by throwing beanbags to a choice of two targets. Working in pairs, the children set up an area for their game. The pupils stand on either side of the line, one as an attacker and the other as a defender.</p> <p>Knowledge – To use a simple tactic i.e. Pretend to throw one way then throw the other</p>	<p>The aim of the game is to score points by sliding a beanbag or rolling a ball over your opponent's line. Alternatively you can throw a ball over the line for the opposition to catch. The game is played one against one, or two against two.</p> <p>Knowledge – To use a simple tactic i.e. Look one way and roll the ball the other</p>	<p>The aim of the game is for the thrower (the batter) to score as many points as possible 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>Knowledge – To use a simple tactic i.e. Throw away from the cones (fielders)</p>	<p>The 'Piggy in the middle' core task involves children trying to score as many points as possible by throwing and catching a ball between players on their team. The pupils work in groups of four, with three attackers and one defender.</p> <p>Knowledge - To use a simple tactic i.e. move into space to receive a ball. To pass a ball to a player in space.</p>	<p>The aim is to score points by throwing or hitting a ball over a line/net so that it bounces twice, with the first bounce in the court area. Play the game two against two – each pair should have one player with a racket and one without.</p> <p>Knowledge – To throw the ball into space away from the opponent</p>	<p>The aim is for the batter to hit a ball into a field, and then to run as far as possible around a circuit of bases before the fielding team returns the ball to the fielding base</p> <p>Knowledge – To use a simple tactic i.e. Strike the ball away from cones/fielders</p>