



## Physical Education – Spring 1 - Cycle A 2022/23 – Class 3 – Y3/4 Net & Wall Core Task



<p><b>Knowledge (NC)</b> Use running, jumping, throwing and catching in isolation and in combination.</p> <p>To play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending.</p>	<p><b>Markers for Assessment</b> Can use a range of simple tactics to send the ball in a variety of ways to make it difficult for their opponent. Keep up a continuous game, using a range of hitting skills. Use a small range of racquet skills. Choose and use a range if simple tactics to send the ball in different ways making it difficult for their opponent. Talk about what they do well and how they could get better</p>	<p><b>Below</b></p>	<p><b>Above</b></p>
<p><b>Skills</b></p> <ul style="list-style-type: none"> <li>• Explore different throwing actions.</li> <li>• To consolidate throwing actions and practise catching</li> <li>• Can throw underarm accurately and are developing over arm throw.</li> <li>• Explore different ways of throwing.</li> <li>• Consolidate catching skills.</li> <li>• To suggest ideas and practices to improve their play</li> <li>• To Strike the ball using their hand or small bat</li> <li>• Improve movement skills and body positions.</li> <li>• Familiarise them with a racquet and practise striking skills using a racquet.</li> <li>• To devise their own game.</li> <li>• Consolidate striking and ball control skills.</li> <li>• Children can evaluate and improve a game creating their own scoring system.</li> </ul>	<p><b>Markers for Assessment</b> Children choose the most effective throwing action. Opposite leg to throwing arm is forward. Children can demonstrate the ready position Children can adapt the game by moving the targets.</p> <p>Children can select the most appropriate throw. Children can throw with increasing accuracy into a target. Children can comment on the types of passes they are using. Children use simple tactics to score points. Children can explain in simple terms the tactics they are trying to use</p> <p>Children can throw with opposite leg forward. Children can throw into a space away from the opposition. Children select the most appropriate throw for the task. Children can evaluate what they do well and what they need to practice</p> <p>Children can hold the racket correctly. Children can keep an object on the racket without dropping it. Children are able to strike the ball using the palm of their hand or racket. Children can strike the ball over a small boundary into their opponent's area.</p> <p>Children are able to successfully pass the ball from one bat to another. Children find ways to outwit their opponent. Children can comment on their own performance and suggest what they need to improve.</p> <p>Children can hold the racquet/bat correctly. Children can send the ball to the partner. Children can return their partners shot. Children can select the type of equipment they feel most confident with and achieve success. Children can explain how they feel about the game and suggest ways in which the game could be improved.</p>	<p><b>Below</b></p>	<p><b>Above</b></p>
<p><b>Prior Knowledge</b></p> <ul style="list-style-type: none"> <li>• Can work with a partner or small group to pass a ball or object with some developing accuracy</li> </ul>	<p><b>Vocabulary</b> Underarm, over-arm, free space, opponents, outwit, tactics. Ready position, hoops, balls, beanbags, shuttlecocks, markers, throw Rally, strike, bounce, pass, roll, control</p>		
<p><b>Prior Skills</b></p> <ul style="list-style-type: none"> <li>• can roll, kick, throw and catch a ball or object</li> <li>• can hit/strike a ball with their hand to move it</li> </ul>			

**Questions (potential 'hook' questions for lessons)**

- Are you **ready**? How many catches can each player make?
- Which pass is most effective?
- How can I outwit my opponent?
- Where do I need to send the ball/beanbag?
- Can you throw the object to where you want it to go?
- How can we beat an opponent?
- Where can you see a free space?
- How can I make my own game better?
- Can you tell me what is happening to your body when you play the games?

**Cross-Curricular/Enrichment  
SCIENCE/ENGLISH/DT**

- spoken language
- critical thinking
- design, test & evaluate a game

**Diamond 9**

- collaboration, independent, flourish