



Physical Education – Autumn 1 - Cycle B 2023/24 – Class 2 – FMS Playground Games in 20th C

<p>Knowledge (NC) Games & FMS To master basic movements including running, throwing and catching, as well as developing balance, agility and co-ordination. Character Curiosity - To explore different ways of playing tig games. Curiosity - To explore different ways of playing playground games. Co-operation - To work together in a game. Determination - To keep trying at a skill I find difficult. Co-operation - To work in a small group cooperatively to make as many passes as possible.</p>	<p>Markers for Assessment Can throw a ball using some accuracy. Begin to catch a ball with improving accuracy. Begin to move into space to throw or catch a ball. Begin to work with a small group to throw and catch a ball with some accuracy.</p>	<p>Below</p>	<p>Above</p>
<p>Skills To begin to develop the skill of dodging/changing direction when playing a tig game. To develop the skill of hopping when playing a game. To demonstrate catching a ball with some control. To throw underarm with some accuracy. To catch a ball. To begin to demonstrate a side gallop. To show the ready position. To begin to catch a ball from the ready position. To begin to strike a ball to a partner. To begin to apply a simple tactic in a net/wall activity. Y1 Assessment Markers Y2 ALL Assessment Markers</p>	<p>Markers for Assessment Running Head and body stable Begin to use Knee lift Begin to use Arms driving forward and backwards. Changing direction Bend knees and plant one foot during change of direction Begin to Lower body during change of direction Begin to Push off quickly to face the new direction Hopping Take off and land on the same foot Begin to Lift arms slightly as you take off Begin to Push off from the ball of your foot and land on the ball of your foot Head and body stable with eyes forward Underhand throw Face direction of the throw Begin to Step forward with opposite foot to throwing hand Begin to Follow through with arm Side Gallop Feet face the front (not direction of travel) Chest, head, eyes face the front. Begin to Step sideways with lead foot followed by slide of trailing foot next to lead foot repeat with rhythmical action Striking a ball</p>	<p>Below</p>	<p>Above</p>

	<p>Stand side on to target area with bat held in one hand Eyes focussed on the ball throughout the strike Begin to Swing the arm so bat contacts the ball Begin to Follow through towards target then around body</p>		
<p>Prior Knowledge To master basic movements including running, jumping, throwing and catching.</p>	<p>Vocabulary Throw, catch, bounce, hit, move, striking, fielding, target, opponent, batter, fielding, bowler, pass, aiming, rules</p>		
<p>Prior Skills Can throw overarm. Can throw underarm. Can throw to a target or person.</p>			
<p>Questions (potential 'hook' questions for lessons) Why is cooperation important? Why would you want to be in a ready position? How many catches can you make? How can you use your whole body to help keep the ball on the bat/racket when moving? Can you anticipate where the ball is going to go?</p>	<p>Cross-Curricular/Enrichment SCIENCE/PSHE Healthy bodies – exercise for health Cooperation & Teamwork – Diamond 9</p>		