

Choose Use Improve



Purpose

Our 'Choose Use Improve' theme hopes to give children ownership of their learning. They will have the opportunity to choose and use different equipment and then work on their skills in order to improve performance.

Within this unit, children will build on prior learning whilst exploring skill development and progress.

Key Success Criteria

Choose
Choose the equipment that you feel fits the activity best

Develop your understanding of how to improve

Use previous experiences to aid progress

Use
Develop hand eye coordination using a variety of equipment

Understand that practice is the key to progress

Enjoy moving in different ways

Improve
Develop thinking, physical and social skills

Begin to understand that progress is being better than you were yesterday

Development Matters

Choose
'Develop their own ideas, make links between ideas, and develop strategies for doing things'

'Choose the right resources to carry out their own plan'

'Know more, to feel confident about coming up with their own ideas'

'Take part in activities which they make up for themselves'

Use
'Match their developing physical skills to task and activities'

'Use one-handed tools and equipment with comfortable grip and good control'

'Develop overall body-strength, balance, co-ordination and agility'

Improve
'Further develop and refine a range of ball skills'

'Continue to develop their movement'

'Show more confidence in new social situations'

Run Throw Jump



Purpose

Running, throwing and jumping are key movement skills in so much physical activity and in so many different sports. In our 'Run Throw Jump' theme, we explore what we really mean by running, throwing and jumping skills and introduce the children to age-appropriate games that help children understand and apply them.

Key Success Criteria

Run
Understand when to run fast and when to run slower

Develop my running style

Run for fun and fitness

Throw
Begin to understand the how, why and when of throwing

Improve confidence when throwing different equipment

Throw so others can catch

Jump
Understand the different skills when throwing for height and distance

Make jumping part of running

Use jumping in a variety of activities

National Curriculum

'Pupils are physically active for sustained periods of time'

'Master basic movements including running, throwing and jumping'

'Become increasingly competent and confident and access a broad range of opportunities to extend their agility.'

Games from around the world



Purpose

Our 'Games from around the world' theme was designed in order to introduce children to new and exciting games they may never have played before. Helping children to understand how and why different games are played in different parts of the world.

Within this unit, we will be focusing on an invasion game called Tchoukball, a fast paced game which originated in Switzerland. Children will develop their movement on a games field, their throwing for accuracy and their catching whilst finding space. We will also working on gaining a deeper understanding of rules, strategy and tactics.

Key Success Criteria

Use movement to create space

Support play and be an option for teammates to pass too

Delay attacks and prevent the opposition from playing forward

Understand the balance between attack and defence

Be aware of which space to attack

Be patient, consider options and make good decisions

National Curriculum

'Play competitive games.'

'Pupils should be taught to apply basic principles suitable for attacking and defending.'

'Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways.'

Competing as a team



Purpose

Throughout our lives, we play important roles in many different teams. During our 'competing as a team' theme, we aim to help children recognise and consider the teams they are part of. This could of course be as part of a recognised sports team, but we also explore our responsibilities as part of a family group, a member of a class or school, and as part of a community or of wider society.

During this theme we help children to identify these roles through a Sport Education Model. We choose an invasion game for the children to participate in and start a season or tournament Children will then identify the roles they would like to carry out within their team. All children will compete but other roles range from managing a team, to being a referee or journalist.

Key Success Criteria

Helping teammates and seeking help from teammates

Trusting each other

Recognising our responsibility to or teammates

Leading effectively

Building on prior Learning

Accepting we may not get to perform are desired role

National Curriculum

'Enjoy communicating, collaborating and competing with each other.'

'Pupils should be taught to apply basic principles suitable for attacking and defending.'

'Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways.'