

GAMES in LOWER KEY STAGE 2 and UPPER KEY STAGE 2 – Development of Skills linked to the Core Assessment Tasks

<p>National Curriculum Statements of Attainment</p> <p>Pupils should:</p> <ul style="list-style-type: none"> • learn to use a broader range of skills in isolation and combination, linking actions together e.g. run, jump, catch • enjoy communicating, collaborating and competing against each other • play competitive games, modified where appropriate • develop an understanding of how to improve having compared their performance with previous ones to achieve their personal best • learn how to evaluate and recognise their own success 	<p>Core Assessment Tasks:</p> <p>Level 2/3 – Three Touch Ball, Arc Rounders, Run the Loop, Boundary Line , Skittles, Target Baggers, Mini Tennis 2, Zone Cricket</p> <p>Level 3 – On the Attack, End Zone, Calling the Shots</p> <p>Level 3/4 – Long &Thin, Short & Fat, Fives & Threes, Grid Rugby, Runners, What a Racket!, Zone Rounders, Pairs Cricket</p> <p>Level 4/5 – Calling the Shots, Wide Attack, Pairs Play, On Target, Tag Rugby</p>
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7 -11yrs	Lower Key Stage 2	Upper Key Stage 2
Physical skills	<ul style="list-style-type: none"> • Keep games going because they have the skill and control to do so e.g. throw and catch in different ways, choosing the right time to pass, selecting the best place to pass to a team mate or to outwit an opponent, join actions together like move, receive, shoot • Send and receive a ball with hands, feet, racquet and bat with increasing accuracy to a target, space or team mate • Use space well by finding and moving into a free space/passing to team mates when they are in a good space • Develop a range of defence and attacking skills in invasion, net/wall, striking/fielding type games e.g. those described in core tasks and TOPs activities <u>to prepare them to play</u> mini versions of traditional NGB's mini versions as described in Upper Key Stage 2 • Have the confidence to try out new skills and recognise which skills they need to practise 	<ul style="list-style-type: none"> • Pass, control, dribble and shoot with accuracy and fluency while on the move • Send and receive a ball with hands, feet, racquet and bat with accuracy to a target, space or team mate in traditional NGB's mini versions of invasion, net/wall, striking/fielding games e.g. Tag Rugby, High 5 Netball, Football, Basketball, Qwik Cricket, Mini Tennis, Rounders • Demonstrate the confidence and competence to successfully take part in the range of games as described above • Demonstrate the perseverance to improve
Thinking skills	<ul style="list-style-type: none"> • With others, decide and try out different ideas/tactics to outwit an opponent in defence and attack • Understand own and others' strengths and weaknesses and have the confidence to practise to improve • Understand how to take responsibility for their own and others' safety when playing games • Adapt and make up rules to suit the equipment/space/targets used 	<ul style="list-style-type: none"> • Understand own and others' strengths and weaknesses and how to choose the most competent person for a specific role within the team • Make decisions quickly in a game • Change tactics/roles as necessary for the success of the whole team • Understand the transference of skills from one type of game to another and apply appropriately • Reflect on own and others' performance to help improve personal and team skills and performance
Team skills	<ul style="list-style-type: none"> • Keep possession of the ball • Select different positions in the team based on strengths of players • Agree on their own rules to suit the equipment • Keep to the rules so that they and others enjoy and are challenged • Encourage team mates to do well • Accept winning and losing as part of games 	<ul style="list-style-type: none"> • Understand and keep to the rules of the games described above to enable the game to flow and keep players safe • Select different positions in the team based on strengths of players • Challenge and encourage each other to perform to the best of their ability • Control the feelings experienced e.g. nervousness /excitement / disappointment to help themselves and others enjoy the games