Games		EYFS		Year 1	Year 2
Intent	Developme nt matters	Physical development Moving and handling ELG= - show good control and coordination in large and small movements - move confidently in a range of ways, safely negotiating space - handle equipment and tools effectively Health and self-care ELG= • Children know the importance for good health of physical exercise and a healthy diet, and talk about the ways to keep healthy and safe	NC Aims NC subject content	 develop competence to excel in a broad range of physical activities are physically active for sustained periods of time engage in competitive sports and activities lead healthy, active lives. master basic movements including running, jumping, throwing and catching these in a range of activities 	ng, as well as developing balance, agility and co-ordination, and begin to apply
			OCA learning objective s	 to be confident and safe in the spaces used to play games to explore and use skills, actions and ideas individually and in combination to suit the game they are playing how to choose and use skills effectively for particular – games That being active is good for them and fun To watch, copy and describe what others are doing to describe what they are doing 	 To improve the way they coordinate and control their bodies and a range of equipment to remember, repeat and link combinations of skills to choose, use and vary simple tactics to recognise and describe what their bodies feel like during different types of activity to recognise good quality in performance to use information to improve their work
	Premier sport objectives	 Understand the importance of following rules and playing Listen to others and follow instructions To safely navigate into space To move in large and small movements confidently 			
		Opportunities for all children to develop	the school co	ore values of resilience, kindness, curiosity and perseverance through PE lessons.	
Implement	Activities/ units of work skills, progressio n	 Games Travelling using a variety of movements e.g. strides, little steps etc. Communicating with a partner Handling appropriate resources e.g. beanbag, medium sized ball etc. Working with a partner cooperatively e.g. passing Looking for a space and trying to keep that space 	- U - Ai - Ri - W <u>Inv</u> - Ti fee - Bi - Co <u>Ath</u> - In - In	asic passing and receiving skills (kick, bounce pass and chest pass) coperative work in pairs- passing to each other and moving into a new space chletics ctroducing key activities of run, jump and throw chroving their own personal best through challenges to improve perseverance and resilience cer and self-assessments to improve their knowledge and understanding of the	 Exploring ways of striking, using a range of implements Aiming into spaces. Fielding skills including long arm throws, underarm throws and stopping the ball. Small sided games to be developed. Invasion games Using a range of different equipment, passing, receiving and moving into spaces Working in pairs and small groups on pass and move Introducing attack and defence principles Develop into small sided games 1 v2 and 2 v 3 Athletics Develop athletic skills by introducing a greater range of jumping activities. Develop throwing using different equipment. Develop running skills by introducing pace and distance and by adding equipment (e.g. hurdles). To improve their personal best using peer assessment and feedback. Developing more competitive opportunities throughout the unit of work. To work in pairs to develop peer and self-assessment and begin to use their understanding and knowledge of skills.

Impact	Possible differentiat ion for SEND	Share Lesson plans w/ LSA'S prior to lesson SHARE STEPS differentiation and give possible ideas for that lesson				
		equipment e.g. beanbags, tennis balls in To demonstrate some	- Move fluently, changing direction and speed easily and avoiding collisions show control and accuracy with the basic actions for rolling, underarm throwing, striking a ball and kicking understand the concept of tracking, and get in line with the ball to receive it understand the concepts of aiming, hitting into space, and taking the ball to a good position for aiming use skills in different ways in different games, and try to win by changing the way they use skills in response to their opponent's actions recognise space in their games and use it to their advantage, planning where to stand to make it difficult for opponents describe what it feels like when they breathe faster during exercise explain why running and playing games is good for them watch others' movements carefully describe what they have done or seen others doing for their opponents know how to score and keep the rules of the games understand and describe changes to their heart rate when playing different games begin to anticipate what they will feel like after playing games watch and describe performances accurately recognise what is successful Copy actions and ideas, and use the information they collect to improve their skills.			
		- Children's perseverance should be develor - Resilience- - Kindness - Curiosity	ed and able to be applied to games e.g. can't catch a ball straight away but persevere until they can.			