

GAMES KEY STAGE 1 – development of skills linked to the core assessment tasks

National Curriculum Statements of Attainment	Core Assessment Tasks:
Pupils should: <ul style="list-style-type: none"> develop fundamental movement skills including running, jumping, throwing and catching become increasingly competent and confident to extend their agility, balance and co-ordination engage in co-operative and competitive activities against self and others participate in team games, developing simple tactics for attack and defence 	Year 1 – Ten Point Hoops Year 2 – Piggy in The Middle

5-7 yrs	Year 1	Year 2
Physical skills	<ul style="list-style-type: none"> Play on their own and with others, keeping themselves safe by finding free space Become a competent mover so that they can avoid others by controlling their body so they don't fall over i.e. move forward, sideways and backwards at different speeds with increasing control Control equipment; carry and release into a target, roll, throw underarm into a target, throw a beanbag in the air and catch, strike a ball with a foot, hit a ball with a bat into a target Move into a space or jump to stop a ball Begin to join actions together e.g. throw then move 	<ul style="list-style-type: none"> Recap previous learning and vocabulary Play co-operatively and competitively with a partner/team of 4 Use space well e.g. move into a space or jump to stop catch or strike a ball Be a competent mover so that they can avoid others by controlling their body so they don't fall over i.e. move forward, sideways and backwards at different speeds with control Control and make decisions when playing with balls of various sizes & shapes; roll & throw underarm/overarm to a partner, receive balls of various sizes and shapes from a partner, bounce & catch on the spot and on the move, strike & receive the ball with a foot & hit a ball with a bat, a racquet or a stick when playing with a partner
Thinking skills	<ul style="list-style-type: none"> Watch and copy others who are doing well Choose the best equipment to enable them to play or move well Make simple decisions of where and when to move to receive or defend a ball Choose how to make it difficult for others to beat them Understand that practise is needed in order to improve 	<ul style="list-style-type: none"> Adapt activities using their own ideas of how to make the game easier /harder/more enjoyable by using STEP i.e. changing the space/task/equipment/people Make up simple rules with others to make the game enjoyable and challenging Understand simple tactics to outwit a partner/small team when attacking or defending i.e. selecting an appropriate pass, looking one way passing the other, keeping on the move to mark a goal/target, moving into the pathway of a ball to intercept Change their intended action in response to their opponent Have the determination to practise to improve own skills
Team skills	<ul style="list-style-type: none"> Join in games with others Take turns Stay within boundaries of games Understand that if they don't play fairly others won't enjoy the activity Understand that joining in activities gives them a good feeling 	<ul style="list-style-type: none"> Include others in their games Begin to recognise what they and others can do well Keep to rules so that they and others enjoy an activity Begin to recognise how they and others feel when they find activities easy/difficult, when they win/lose
Vocabulary	<ul style="list-style-type: none"> Receive, defend, target, increase, decrease, avoid, control, strike, 	<ul style="list-style-type: none"> Complete, control, defend, receive, co-operatively, tactics, outwit,



• sideways, overarm, underarm, backwards

component, determination, attacking