NET / WALL GAMES in LOWER KEY STAGE 2- development of skills linked to the core assessment tasks

National Curriculum Statements of Attainment	Core Assessment Tasks:
Pupils should:	
 learn to use a broader range of skills in isolation and combination, linking actions together e.g. run, jump, catch 	Year 3 – Long + Thin Or Short + Fat. Year 4 – On Target
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	

7 -9 yrs	Year 3 - Tennis	Year 4 - Badminton
Physical skills	 Keep games going because they have the skill and control to do so e.g. a tennis rally Send and receive a ball with a racquet with increasing accuracy to a target, space or team mate Use space well by finding and moving into a free space Be able to hit a ball over different height barriers Begin to use forehand, backhand and over head shots Have the confidence to try out new skills and recognise which skills they need to practise 	 Recap previous learning and vocabulary Keep games going because they have the skill and control to do so e.g. a badminton rally Send and receive a shuttlecock with a racquet with increasing accuracy to a target, space or team mate Use the 'ready position' Use with increasing confidence forehand, backhand and over head shots Use space well by finding and moving into a free space Develop a range of defence and attacking skills in net/wall Have the confidence to try out new skills and recognise which skills they need to practise
Thinking skills	 adapt and make up rules/ scoring systems to suit the equipment/space/targets used to be able to evaluate and change scoring systems 	 Decide where to stand in the court to attach and defend Change position when necessary during a rally or a game
Team skills	 change partners keep to the rules so that they and others enjoy and are challenged accept winning and losing as part of games 	 Encourage pupils to anticipate and read their opponents movements and shots Be able to disguise their own planned shots and movement
Vocabulary	• Receive, barrier, forehand, backhand, evaluate, challenge, control,	Rally, defend, attack, disguise, opponent, anticipate, ready position,

rally, defend, serve, control, rally	, central position	shuttlecock, backhand, fore	hand, overhead