

## Knowledge & Skill in P.E.@ St Vincent's Primary School

#### Early Years Outcomes

The main Early Years Outcomes covered in the Games units are:

- Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball. (PD: Reception)
- · Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting and aiming. (PD: Reception)
- · I can negotiate space and obstacles safely, with consideration for myself and others. (PD: ELG)
- I can demonstrate my strength, balance and coordination. (PD: ELG)
- I can move energetically, when running, jumping, dancing, hopping, skipping and climbing. (PD: ELG)

#### KS1 National Curriculum Aims

Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations. Pupils should be taught to:

- · master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities;
- participate in team games, developing simple tactics for attacking and defending;
- perform dances using simple movement patterns.

#### **KS2 National Curriculum Aims**

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to:

- use running, jumping, throwing and catching in isolation and in combination;
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and
- develop flexibility, strength, technique, control and balance [for example, through athletics and
- · compare their performances with previous ones and demonstrate improvement to achieve their personal best.

# Reception

Year 1

Year 2

Recognise and describe how the

Explain what they need to stay

physical activities.

healthy.

body feels during and after different

Year 3

Health and Fitness

Year 5

Year 6

Describe how the body feels when

still and when exercising.

Describe how the body feels before, during and after exercise.

Carry and place equipment safely.

Recognise and describe the effects of exercise on the body.

Know the importance of strength and flexibility for physical activity.

Explain why it is important to warmup and cool down.

Year 4

Describe how the body reacts at

performance.

different times and how this affects

for warming up and cooling down.

Explain why exercise is good for your

Know some reasons for warming up and cooling down.

Know and understand the reasons

Explain some safety principles when preparing for and during exercise.

Understand the importance of warming up and cooling down.

Carry out warm-ups and cool-downs safely and effectively.

Understand why exercise is good for health, fitness and wellbeing.

Know ways they can become healthier.

Hit a ball with a bat or racquet.

Use hitting skills in a game.

Practise basic striking, sending and receiving.

Strike or hit a ball with increasing control.

Learn skills for playing striking and fielding games.

Position the body to strike a ball.

Demonstrate successful hitting and

Striking and Hitting a Ball

Develop a range of skills in striking (and fielding where appropriate)

Practise the correct batting technique and use it in a game.

Strike the ball for distance.

striking skills.

Use a bat, racquet or stick (hockey) to hit a ball or shuttlecock with accuracy and control.

Accurately serve underarm. Build a rally with a partner.

Use at least two different shots in a game situation

Use hand-eye coordination to strike a moving and a stationary ball.

Use different techniques to hit a ball.

Identify and apply techniques for hitting a tennis ball.

Explore when different shots are best used.

Develop a backhand technique and use it in a game.

Practise techniques for all strokes.

be able to direct a ball when striking Understand how to serve in order to

Hit a bowled ball over longer

distances.

start a game.

Use good hand-eye coordination to

Roll equipment in different ways. Throw underarm.

Throw an object at a target. Catch equipment using two hands.

Throw underarm and overarm. Catch and bounce a ball. Use rolling skills in a game.

Practise accurate throwing and consistent catching.

Throw different types of equipment

in different ways, for accuracy and distance.

Throw, catch and bounce a ball with a partner.

Use throwing and catching skills in a game.

Throw a ball for distance.

Use hand-eye coordination to control a ball.

Vary types of throw used.

### Throwing and Catching a Ball

Throw and catch with greater control and accuracy.

Practise the correct technique for catching a ball and use it in a game.

Perform a range of catching and gathering skills with control.

Catch with increasing control and accuracy.

Throw a ball in different ways (e.g. high, low, fast or slow).

Develop a safe and effective overarm bowl.

Develop different ways of throwing and catching.

Consolidate different ways of throwing and catching, and know when each is appropriate in a game.

Play a tennis game using an overhead serve.

> Throw and catch accurately and successfully under pressure in a

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6					
Travelling with a Ball											
Move a ball in different ways, including bouncing and kicking.  Use equipment to control a ball.	Travel with a ball in different ways.  Travel with a ball in different directions (side to side, forwards and backwards) with control and fluency.	Bounce and kick a ball whilst moving.  Use kicking skills in a game.  Use dribbling skills in a game.	Move with the ball in a variety of ways with some control.  Use two different ways of moving with a ball in a game.	Move with the ball using a range of techniques, showing control and fluency.	Use a variety of ways to dribble in a game with success.  Use ball skills in various ways, and begin to link together.	Show confidence in using ball skills in various ways in a game situation, and link these together effectively.					
Passing a Ball											
Kick an object at a target.	Pass the ball to another player in a game. Use kicking skills in a game.	Know how to pass the ball in different ways.	Pass the ball in two different ways in a game situation with some success.	Pass the ball with increasing speed, accuracy and success in a game situation.	Pass a ball with speed and accuracy using appropriate techniques in a game situation.	Choose and make the best pass in a game situation and link a range of skills together with fluency, e.g. passing and receiving the ball on the move.					
	Possession										
			Know how to keep and win back possession of the ball in a team game.	Occasionally contribute towards helping their team to keep and win back possession of the ball in a team game.	Keep and win back possession of the ball effectively in a team game.	Keep and win back possession of the ball effectively and in a variety of ways in a team game.					
Using Space											
Move safely around the space and equipment.  Travel in different ways, including sideways and backwards.	Use different ways of travelling in different directions or pathways.  Run at different speeds. Begin	Use different ways of travelling at different speeds and following different pathways, directions or courses.	Find a useful space and get into it to support teammates.	Make the best use of space to pass and receive the ball.	Demonstrate an increasing awareness of space.	Demonstrate a good awareness of space.					
sideways and backwards.	to use space in a game.	Change speed and direction whilst running.									
		Begin to choose and use the best space in a game.									
			Attacking and Defending								
Play a range of chasing games.	Begin to use the terms attacking and defending.	Begin to use and understand the terms attacking and defending.	Use simple attacking and defending skills in a game.	Use a range of attacking and defending skills and techniques in a game.	Choose the best tactics for attacking and defending.	Think ahead and create a plan of attack or defence.					
	Use simple defensive skills such as marking a player or defending a space.	Use at least one technique to attack or defend to play a game	Use fielding skills to stop a ball from travelling past them.	Use fielding skills as an individual to prevent a player from scoring.	Shoot in a game.	Apply knowledge of skills for attacking and defending.					
	Use simple attacking skills such as dodging to get past a defender.	successfully.	J.	, , ,	Use fielding skills as a team to prevent the opposition from scoring.	Work as a team to develop fielding strategies to prevent the opposition from scoring.					
Tactics and Rules											
Follow simple rules.	Follow simple rules to play games, including team games.	Understand the importance of rules in games.  Use at least one technique to attack or defend to play a game successfully.	Apply and follow rules fairly.	Vary the tactics they use in a game.	Know when to pass and when to dribble in a game.	Follow and create complicated rules to play a game successfully.					
	Use simple attacking skills such as dodging to get past a defender.		Understand and begin to apply the basic principles of invasion games.  Know how to play a striking and fielding game fairly.	Adapt rules to alter games.	Devise and adapt rules to create their own game.	Communicate plans to others during a game.  Lead others during a game.					
	Use simple defensive skills such as marking a player or defending a space.	•				Lead Others during a game.					

Compete/Perform										
Control my body when performing a sequence of movements.	Perform using a range of actions and body parts with some coordination.	Perform sequences of their own composition with coordination.	Develop the quality of the actions in their performances.	Perform and apply skills and techniques with control and	Consistently perform and apply skills and techniques with accuracy and	Perform and apply a variety of skills and techniques				
Participate in simple games.	Begin to perform learnt skills with some control.	Perform learnt skills with increasing control.	Perform learnt skills and techniques with control and confidence.	accuracy.  Take part in a range of competitive	control.  Take part in competitive games with a	confidently, consistently and with precision.				

## Evaluate

Compete against self and others in a

controlled manner.

Talk about what they have done.

Reception

Talk about what others have done.

Watch and describe performances.

Engage in competitive activities and

team games.

Begin to say how they could improve.

Watch and describe performances, and use what they see to improve their own performance.

Compete against self and others.

Talk about the differences between their work and that of others.

Watch, describe and evaluate the effectiveness of a performance.

Describe how their performance has improved over time.

Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements.

games and activities.

Year 4

Modify their use of skills or techniques to achieve a better result.

Choose and use criteria to evaluate own and others' performance.

strong understanding of tactics and

composition.

Explain why they have used particular skills or techniques, and the effect they have had on their performance.

Take part in competitive games with a strong understanding of tactics and composition.

Thoroughly evaluate their own and others' work, suggesting thoughtful and appropriate improvements.