

Invasion Games

EYFS to Year 6



START

EYFS

Run forwards & backwards whilst being aware of others and my environment.

Slide in both directions and begin to dodge off one foot.

Send & receive a ball

Throw using underarm and overarm and can sometimes catch a ball thrown to me.

KS1

Receive a ball whilst I am on the move.

Start to make decisions about when to attack and when to defend

Dodge off both feet, evading others.

KS2

Begin to read the intentions of other players

Pass accurately over short distances and then move into space without prompting

Increase my awareness of other children and the space we have to play in.

LKS2

Manipulate the ball in a variety of ways to outwit an opponent in a one to one situation.

Cushion a ball & move the ball into a good position to send

Turn in a variety of ways enabling me to retain possession and evade opponents

Pass and then move into space to receive the ball back.

Create overloads by supporting the attack at the right time and targeting members of the opposition defence, giving them more than one opponent to mark.

Anticipate what is going to happen by reading my opponent's body language

Signal non verbally when I want to receive possession of the ball

Use the width of the pitch when attacking to stretch the opposition's defence and pull opponents out of position

Close the space down quickly between me and an opponent and then jockey awaiting the right moment to dispossess them.

Mark an opponent directly, staying with them at all times.

Use a variety of ways of sending a ball and make good decisions about which technique to use under pressure.

END

SKILLS COMPLETE

UKS2

Receive the ball on the half turn, thereby opening up the pitch and creating more angles for me to send the ball.

Deceive opponents by feinting, faking and giving the eyes

Adopt high and low presses when working as part of a defensive tactic

Stay in a defensive shape and communicate well with other defenders

KS5

KS4

KS3

KS6

OAA Skills

EYFS to Year 6

START

EYFS

Negotiate space successfully

Shows understanding of the need for safety when tackling new challenges

Follow basic instructions whilst moving

Find a space

Work as part of a team

Walk forwards and backwards, stopping when instructed

KS1

I can lead my partner in an appropriate warm up

I can follow clear directions

I can follow a map and work with others to solve mathematical clues

I can work with control and make good decisions

I can give clear directions:

I can jump and maintain my balance; can reach, lift and put down

I can listen to the opinion of other before deciding on a course of action

Work together in a small group to solve problems

Negotiate with my group

I can find clues using a map

I can run at a pace which is acceptable to my group

LKS2

Work as part of a team

Run and think simultaneously to compete in a competition

Identify where a number of controls are situated around the school grounds via photographic clues

Work with others to solve problems

Use non-verbal communication to solve problems

Plan a route map

Follow the rules of an activity

Identify areas of the school grounds using a map

UKS2

Work with a partner to navigate successfully across and through obstacles while blindfolded

Navigate my way around using a map

Communicate effectively with teammates

END

SKILLS COMPLETE

Give clear instructions

Think creatively to find solutions to challenges

Work with a partner/group to find a number of controls using a map

Work quickly and effectively against the clock

Identify the location of a number of controls which relate to specific letters of the alphabet



Striking & Fielding Game Skills

EYFS to Year 6



START

EYFS

Stop a ball with my hands

Strike a ball off a tee

Run between wickets to accrue runs

Chase after a ball and retrieve it

Throw underarm accurately

Work with a partner to retrieve a ball

Communicate with teammates

KS1

Throw overarm at a target from a sideways on position

Bowl a ball overarm from a standing position

Stop a ball consistently that I have had to run to stop

Catch a ball that is thrown directly to me

Adopt a good position when wicket keeping and take balls on both sides of the wicket

LKS2

Return a ball, after one bounce, that has been thrown to me by a partner

Strike a ball with some degree of accuracy

Catch a ball having moved to catch it

Play a variety of different shots well

Bowl from close in to the stumps and from the crease line.

UKS2

Bowl a legal delivery with a run up

Control where I hit the ball

Score on both sides of the Wicket when batting

Stand appropriately at the non striker's end when batting and call when appropriate.

Be decisive and call for catches when the ball goes high and use soft hands to cushion the ball

Walk in with the bowler as they run up
Anticipate where the ball is being hit in the field

END

SKILLS COMPLETE

Make the right decisions about what fielding technique to use

Adjust a field for certain batsmen/women and bowlers

Bowl using more than one technique e.g. spin, seam

Back up other fielders in the field without prompting

Judge the length of a delivery when batting and know when to play forward or back

WE

2/1

2/2

2/4

2/3

2/5

Dance

EYFS to Year 6



START

EYFS

Develop a motif demonstrating some agility, balance, coordination and precision

Show different levels when I travel

Work with a partner

Remember and perform a basic sequence of movement when led by a teacher

To move safely and creatively in space

To focus on our timing & performing the completed motif in unison

Travel safely and creatively in space shapes, movements and actions

Show good timing, posture, and extension.

Identify what good looks like

To improve our own performance based on feedback

To understand what makes a good performance

Communicate effectively with a partner

To show use of different levels in our travelling movements

To show different pathways in our travelling movements.

Creatively change static actions into travelling movements

To work well in pairs showing good cooperation skills & give useful peer feedback.

Show use of level, direction & unison when creating & performing pairs section

Show good timing, posture, and extension.

To give useful feedback to our partner

To use the poem a stimulus for creative and imaginative actions

Creatively change static actions into travelling movements

Communicate effectively within a group

Show increased use of Canon and changes in formation.

To work in Pairs and use pictures as stimulus to develop a 16 count pairs section to add to our performance piece.

To use a poem as stimulus for creative and imaginative actions

Focus on good timing and performing motif in unison

UKS2

To turn 3 - 4 actions into a travelling section

To share what we know about the theme

To improve our own performance based on feedback

To creatively use the words from the mind map to help us move in different ways

END

SKILLS COMPLETE

Creatively change static actions into travelling movements

To include use of level changes, pathway and different directions.

To effectively use chance choreography

To include use of mirror image, and changes in level and direction in choreography

Evaluate the work of other's using simple technical language

To understand what the difference between performances are

U15

U14

U12

U13

U16

U11

Net and Wall Game Skills

EYFS to Year 6



START

EYFS

Receive a ball by moving actively rallies by striking swiftly into the right position over a net with my hand

Dig a ball by getting underneath it

Keep a rally going with a partner

Throw with accuracy and power

Send a ball with increasing accuracy

Develop a good grip and stance

Keep a rally going with a partner

Strike a ball using an open palm and move into position to receive it back

Strike a small ball with my open palm with some accuracy

Begin to strike with more consistency and accuracy on the forehand

Strike a backhand from my own feed

Strike a ball with some degree of accuracy

Take up a 'ready position' and move into good positions to strike a ball

Move quickly into good positions to catch

Send and receive a ball with some degree of accuracy

Strike the ball on the backhand with some consistency

Volley a ball on the forehand and backhand striking the ball downwards

Return a ball, after one bounce, that has been thrown to me by a partner

Play a game against an opponent using a variety of shots

Hit consistent forehand returns to play backhand shots

Move into the correct position to play a variety of shots

Serve from the baseline into my opponent's side of the court

Hit a forehand shot, consistently

Strike a backhand from my own feed

Umpire and keep score in a game

Play a variety of powerful and deft shots

Use tactics against an opponent

Control where I hit the ball

Apply all of the skills of volleyball in a full sided game

Set & Spike a ball

Bump, set, spike and block

Play a tip shot

I can play deft shots near the net within a small area

Volley accurately on my forehand and backhand

Play a variety of powerful and deft shots

Demonstrate a split step and understand its use

Smash, Lob, Serve

Apply all of the skills of volleyball in a full sided game

UKS2

LKS2

KS1

SKILLS COMPLETE

END

46

43

45

47

42

41