

# Games

Ryhope Infant School Academy Progression Grid

## Early Years Outcomes

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

Shows increasing control over an object in pushing, patting, throwing, catching or kicking it. (PD – M&H 40-60)

Children show good control and co-ordination in large and small movements. (PD – M&H ELG)

Negotiates space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles. (PD M&H 40-60)

Experiments with different ways of moving. (PD M&H 40-60)

They move confidently in a range of ways, safely negotiating space. (PD M&H ELG)

## KS1 National Curriculum Aims

The main KS1 national curriculum aims covered in the Games units are:

**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;

Reception

Year 1

Year 2

### Health and Fitness

Describe how the body feels when still and when exercising.

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

Recognise and describe how the body feels during and after different physical activities.

Carry and place equipment safely.

Explain what they need to stay healthy.

### Striking and Hitting a Ball

Hit a ball with a bat or racquet.

Use hitting skills in a game.

Strike or hit a ball with increasing control.

Practise basic striking, sending and receiving.

Learn skills for playing striking and fielding games.

Position the body to strike a ball.

**Throwing and Catching a Ball**

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.

**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.

**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

**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 to use space in a game.

Use different ways of travelling at different speeds and following different pathways, directions or courses.  
 Change speed and direction whilst running.  
 Begin to choose and use the best space in a game.

# Reception

# Year 1

# Year 2

## 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 defensive skills such as marking a player or defending a space.

Use at least one technique to attack or defend to play a game successfully.

Use simple attacking skills such as dodging to get past a defender.

## Tactics and Rules

Follow simple rules.

Follow simple rules to play games, including team games.

Understand the importance of rules in games.

Use simple attacking skills such as dodging to get past a defender.

Use at least one technique to attack or defend to play a game successfully.

Use simple defensive skills such as marking a player or defending a space.

## 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.

Participate in simple games.

Begin to perform learnt skills with some control.

Perform learnt skills with increasing control.

Engage in competitive activities and team games.

Compete against self and others.

## Evaluate

Talk about what they have seen.

Watch and describe performances.

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

Talk about what others have done.

Begin to say how they could improve.

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