Prior Knowledge & Skills

(From other units earlier in the year)

Year 1:

Throw underarm and overarm.

Catch and bounce a ball.

Use rolling skills in a game.

Practise accurate throwing and consistent catching.

Use different ways of travelling in different directions or pathways.

Run at different speeds.

Year 2:

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 the type of throw used.

Use different ways of travelling at different speeds, and following different pathways, directions or courses.

Change speed and direction whilst running.

Key Knowledge & Skills

Year 1:

Begin to move at different speeds.

Starts and stops quickly.

Tap/kick a ball accurately.

Stop a rolling ball with one or two hands.

Begin to change speed and direction to gain an advantage

Follow simple tactics

Begin to use space in a game.

Year 2:

Show control and co-ordination when moving at different speeds.

Maintains balance whilst changing direction quickly.

Show control and accuracy in order to keep possession.

Combine changes in speed and direction to gain an advantage.

Use simple tactics to attack or defend.

Begin to choose and use the best space in a game.

Key Vocabulary	
Word	Definition
Attack	To try and score a goal/ point in the opponents ar- ea.
Communication	Talking to your teammates so you know what is going on around you.
Control	Know where the ball is it all times when in possession.
Defend	Protect your goal area— stop the other team from scoring
Dribble	To move a ball using small touches from point A to point B
Invasion	The aim of the game is to attack the other teams territory to score a goal/point.
Pass	Successfully send and receive a ball to a teammate.
Pitch	Area in which games, such as football, rugby and hockey, are played.
Possession	When your team have the ball
Receive	Take possession of the ball from a teammate W / Target Hands important for Basketball
Send	An area of the pitch/court where you are not next to your teammates or oppo- nents
Space	An area of the pitch/court where you are not next to your teammates or oppo- nents
Turn	Change direction with or

without the ball.

Examples of Invasion Games

Basketball

Football



Hockey



Ultimate Frisbee



Future Learning—Year 3 Invasion Games

Use changes in speed, direction or height effectively.

Accelerates quickly from a stationary position.

Move into appropriate spaces to pass and receive.

Use tactics to keep possession.

Work as part of a team, communicating to gain advantages.

Copy tactics to attack or defend effectively.