

Topic: PE	Year group	Term
Striking and Fielding	Year 2	Summer 1 5 sessions

Background knowledge

Striking and fielding games are activities in which players score points by striking an object and running to designated playing areas or prevent opponents from scoring by retrieving the object and returning it to stop the play. This includes rounders, cricket and baseball.

Differentiate by using the STEP model

- Space - increase or decrease distance or playing space
- Time - give a time limit or allow longer between passes etc
- Equipment - use balloons, scarves, ribbons to make catching easier and smaller balls for a challenge
- People - more or fewer players in a game

Familiarise yourself with TOPS cards.

Follow whole (game), part (skill), whole (game) planning model.

What should I already know?

Can run safely on whole foot

Can kick a large ball

Can catch a ball

Can negotiate space and avoid obstacles

Can adjust speed and direction

Can hit a ball with a bat

National Curriculum Objectives / Key Skills	The Journey
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 • I can throw underarm • I can hit a ball with a bat • I can throw and catch a ball with both hands	Use whole-part-whole model of planning. Have a go, practise a skill, have another go. 1. I can move at different speeds. I can throw and catch. (Youth Sport Trust Active Play Card -Cool Catcher) 2. I can use a bat to strike a ball, I stand sideways, hold the bat firmly and follow through in the direction I want the ball to go (Youth Sport Trust Active Play Card - Rackets, bats and splats)

• <u>I can use hitting, kicking and/or rolling in a game.</u> • I can decide the best space to be in during a game. • I can use simple tactics in a game. • <u>I can follow rules.</u> <u>(KPIs underlined)</u>	3. I can move into the right position to receive and return a ball/object (Top Sport Card Net and Wall games - Are You Ready) 4. & 5 I can follow rules and apply tactics in a game (Top Sport Activity Card - Catch and Catch them Out)
---	--

Outcomes
An overview of what children will know / can do Working towards: I can hit a ball with a bat Expected: I can move to hit or catch a ball Exceeding: I can use tactics in a game

Key Vocabulary	Timeline / Diagrams
----------------	---------------------

Underarm throw - use a back to front swing motion to throw an object, releasing the object at hip height

Throw - make something travel through the air using your arm and hand

Catch - to use your hands to hold something that has been thrown or kicked

Send - make something travel to a target

Receive - to be given an object by kicking or throwing

Kick - to make something move using your foot

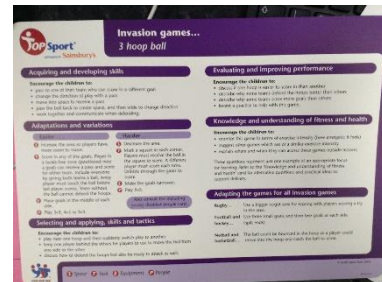
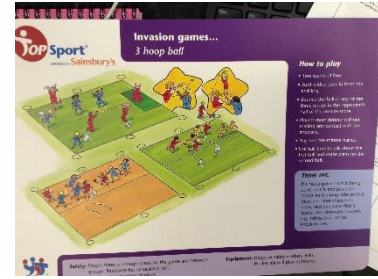
Score - points made or lost in a game

Target - a place to aim or defend

Defend - protect an area/target

Attack - to move an object towards the target

Team - two or more players working together



Key people / places

Important people or places

Quotes

Assessment questions / outcomes

Can you throw underarm?

Can you catch a ball?

Can you throw towards a target?

Can you kick towards a target?

Can you hit a target?

Can you move to be in position?

Can you score a point in a game?