

Topic: PE	Year group	Term
Invasion Games	Year 2	Summer 2 5 sessions

Background knowledge

An invasion game is the term used for any game where the aim is to attack an opponent's territory and score a goal or point. Usually consisting of teams of equal players these fast paced games focus on teamwork, keeping possession, scoring and defending.

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

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.

What should I already know?

- I can perform an underarm throw
- I can catch a ball
- I can kick a ball
- I can score accurately in a game
- I can move changing speed and direction easily
- I can move and stop safely
- I can follow simple rules
- Can play 3 hoop ball (TOPS cards)

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 Participate in team games, developing simple tactics for attacking and defending • <u>I can use throwing, catching and kicking in a game.</u>	Use whole-part-whole model of planning. Have a go, practise a skill, have another go. TOPS cards - Zone passing / Find that space 1. To throw and catch a ball. 2. To kick a ball to a target and move a ball with control (dribbling). 3 and 4. To move into a position and to move to intercept (throwing, catching and kicking).

- I can decide the best space to be in during a game e.g. to deliver, intercept, receive <u>I can move with a ball</u> <u>I can keep control of a ball</u> <u>I can follow rules of a game</u> <u>I can use simple tactics in a game.</u> (KPIs underlined)	5. To play an invasion game practising skills taught.
--	--

Outcomes
An overview of what children will know / can do Working towards: I can move into position to send, receive or intercept a ball. I understand some principles and rules of a game. Expected: I can move into position to send, receive or intercept a ball with accuracy. I can apply these skills in a game. I know who is on my team. Exceeding: I can move into position to send, receive or intercept a ball with accuracy and increased skill. I can confidently apply these skills in a game and begin to use tactics. I can work effectively in a small team.

Key Vocabulary	Timeline / Diagrams
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 Dribble - move while controlling the ball with your feet	
---	--

Key people / places
Important people or places Quotes

Assessment questions / outcomes
Can you throw a ball? Can you catch a ball? Can you kick a ball? Can you throw towards a target? Can you kick towards a target? Can you hit a target? Can you score a point in a game? Can you intercept? Can you move to send or receive?