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|  | Year ¾ - Creative tag and target games | Year ¾ Boccia | Year 5/6 Dodgeball | Year 5/6 creative game |
| Aims of target games games | This unit lays foundation for children understanding how games work through designing their own tag and target games.  Children will improve their FMS and start to understand how to design their own game | In this unit children will learn how to apply simple tactics in a range of target games using a range of equipment. | In this unit the children will learn how to apply simple tactics in a range of target games. The children will learn how to play the target game of dodgeball | In this unit children will apply their knwoeldge of invasion games and create their oown games which follow invasion principles |
| Progression of performance of skills | Master most fundamental skills from KS1 and start to develop sport specific skills and perform them with some accuracy | Master fundamental skills and start to develop sport specific skills performing the with consistency and accuracy | Continue to develop sport specific skills performing the with consistency, accuracy, confidence and control | Continue to develop sport specific skills performing the with consistency, accuracy, confidence, control and speed |
| Developing skills through the Lancashire Scheme | Dodging  Catching  Underhand throw  Rolling a ball  Overhand throw | Propelling a ball  rolling a ball  Underarm throw | One handed throw  Catching  Dodging | A range of sending and receiving skills |
| Application of skills through the Lancashire Scheme | Creative tag and target game  Use throws to hit a target – The targets get a point if they catch the ball ( leading towards dodgeball) | Boccia 12s  Knowledge – to apply tactics (throw near to the jack, block the jack and knock the opponents ball out of the way or away from the jack | Dive into dodgeball.  Knowledge to apply tactics ( keep a ball to defend with, communicate with team mates so 2 or more children throw balls at opponents) | Call the shots core task – set up equal sided invavsion games, creating rules and scoring method  Knowledge – to know a range of tactics without the ball, with equipment and to know a range of defending tactics. |
| Character Education | Co-operation reflection respect | | Self discipline, respect, decision making, evaluation | |