## Curriculum Skills and Progression Map Physical Education – Target Games





Key Concepts: Teamwork Determination Self-Belief Passion Honesty Respect

Organisation		Throwing	Catching				
of knowledge							
Relevant ELG	evant ELG ELG: Gross motor skills						
	- Negotiate space and obstacles safely, with consideration for themselves and others.						
	- Demon	strate strength, balance and coordination when playing					
	ELG: Fine	e motor skills					
	- Use a ra	ange of small tools, including scissors, paint brushes and cut	lery				
	ELG: Self	-regulation					
			want and control their immediate impulses when appropriate				
		naging self					
	- Explain the reasons for rules, know right from wrong and try to behave accordingly						
	ELG: Building relationships						
	- Work and play cooperatively and take turns with others						
Vocabulary		See appendix 1					
KS1	• To develop the overall body strength, co-ordination, balance and agility needed to engage successfully with future physical education.						
readiness	• To us	se their core muscle strength to achieve a good posture.					
objectives	• To co	onfidently and safely use a range of large and small apparatus	; indoors and outside, alone and in a group.				
		egotiate space and obstacles safely, with consideration for the					
	• To confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group.						
Programmes	<b>Programmes of study Pupils should be taught to:</b> master basic movements including running, jumping, <b>throwing</b> and <b>catching</b> , as well as						
Year 1		developing balance, agility and co-ordination, and begin to apply these in a range of activities					

Organisation	Throwing overarm	Throwing underarm			
Progression objectives	<ul> <li>Explore technique when throwing overarm towards a target.</li> <li>Know which type of throw to use for distance and accuracy. Know that my body position will affect the accuracy of my throw.</li> </ul>	<ul> <li>Explore technique when throwing underarm towards a target.</li> <li>Know which type of throw to use for distance and accuracy. Know that my body position will affect the accuracy of my throw.</li> </ul>			
Assessment op	portunities				
	To develop underarm throwing towards a target. To develop throwing for accuracy To develop underarm and overarm throwing for accuracy. To develop throwing for accuracy and distance using underarm and overarm. To select the correct technique for the situation.				

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	To develop throwing for accuracy and distance.		
Vocabulary	See Appendix 1		

		<b>Pupils should be taught to:</b> 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				
Organisation		Throwing overarm		Throwing underarm		Striking
Progression objectives	when t target. • know t to thro balanc • Know	that stepping with opposite foot owing arm will help you to	•	Develop co-ordination and technique when throwing underarm towards a target. know that stepping with opposite foot to throwing arm will help you to balance. Know that moving my arm quicker will give me more power.	•	Develop striking a ball with equipment with some consistency. know to finish with my object/hand/foot pointing at my target.
Assessment op	oportunities	S				
	To unders To develo To develo To develo	stand how to score in different ta	arge get	s and consider how much power to app et games using overarm throwing. games using the skill of kicking.	ly w	hen aiming at a target
Vocabulary	See Apper					

<ul> <li>Programmes of study Year 3</li> <li>Pupils should be taught to:         <ul> <li>Use running, jumping, throwing and catching in i</li> <li>Play competitive games, modified where appropriounders and tennis], and apply basic principles s</li> <li>Compare their performances with previous ones a</li> <li>achieve their personal best.</li> </ul> </li> </ul>				d where appropriate [for example, badminton, b basic principles suitable for attacking and defer	nding.
Organisation			Throwing	Catching	Striking

Progression objectives	<ul> <li>Explore throwing at a moving target.</li> <li>Know to throw slightly ahead of a moving target.</li> <li>Begin to catch whilst</li> <li>know that beginning position will help me ball.</li> </ul>	in a ready and balance.		
Assessment o	opportunities			
Golf	To explore hitting technique and aiming towards a target. To explore shot accuracy. To explore the technique for putting. To explore the technique for chipping To explore the techniques used for a short game To explore the technique for a long game.			
Vocabulary	See Appendix 1			

Programmes of study Year 4		<ul> <li>Pupils should be taught to:</li> <li>Use running, jumping, throwing and catching in isolation and in combination.</li> <li>Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending.</li> <li>Compare their performances with previous ones and demonstrate improvement to</li> <li>achieve their personal best.</li> </ul>				
Organisation	Throwing			Catching		Striking
Progression objectives	<ul> <li>Throw with increasing accuracy at a target.</li> <li>know that one handed throws are used for speed and accuracy.</li> <li>Know that keeping my elbow high and stepping with my opposite foot will help to increase the power.</li> </ul>		•	Catch with increasing consistency. know that moving my feet to a ball and pulling it in to my chest will help me to catch more consistently.	•	Strike a ball with increasing consistency. know that using a smooth action will help to increase accuracy
Assessment opportunities	N/A					
Vocabulary	See App	pendix 1				

Programmes of study | Pupils should be taught to:

Year 5	<ul> <li>Play competitive games, modified rounders and tennis], and apply</li> </ul>	and catching in isolation and in combination. d where appropriate [for example, badminton, l basic principles suitable for attacking and defe h previous ones and demonstrate improvement	nding.
Organisation	Throwing	Catching	Striking
Progression objectives	<ul> <li>Demonstrate clear technique and accuracy when throwing at a target.</li> <li>know to aim low to make it difficult for an opponent to catch.</li> </ul>	<ul> <li>Demonstrate good technique and consistency in catching skills.</li> <li>know to stay towards the back of the court area to give me more time to catch.</li> </ul>	<ul> <li>Develop a wider range of striking techniques and begin to use them under pressure.</li> <li>know that aligning my body and equipment before striking will help me to be balanced.</li> </ul>
Assessment op	oportunities		
Golf	To develop putting technique and accuracy. To develop the technique for chipping. To develop technique for a short game. To develop the technique for a long game. To select the appropriate shot for the situation To design a course and select the appropriate sho	t for the situation.	
Vocabulary	See Appendix 1		

Programmes of study Year 6		<ul> <li>Pupils should be taught to:</li> <li>Use running, jumping, throwing and catching in isolation and in combination.</li> <li>Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending.</li> <li>Compare their performances with previous ones and demonstrate improvement to</li> <li>achieve their personal best.</li> </ul>				
Organisation		Throwing	Catching Striking			
Progression objectives		ow with increasing control under ssure	<ul> <li>Catch with increasing control under pressure.</li> </ul>	Use a variety of striking techniques     with control and under pressure.		

	<ul> <li>Know who to throw at and when to throw in order to get opponents out</li> </ul>	<ul> <li>know that I need to make quick decisions on if to catch or if to dodge the ball</li> </ul>	• know which skill to select for the situation
Assessment	N/A		
opportunities			
Vocabulary	See Appendix 1		

## **Curriculum Skills and Progression Map**



