

Unit Purpose

The unit of work will challenge pupils to use their imagination to **create simple games** using a wide range of equipment.

By working with themselves and with a partner, pupils will collaborate and share their ideas. Pupils will begin to take on different roles and responsibilities when playing games.

Inspire Me

Did you know... that the fastest speed ever recorded by a jet powered car on land is 763 mph. The fastest speed a car is allowed to go in the United Kingdom is 70 mph.

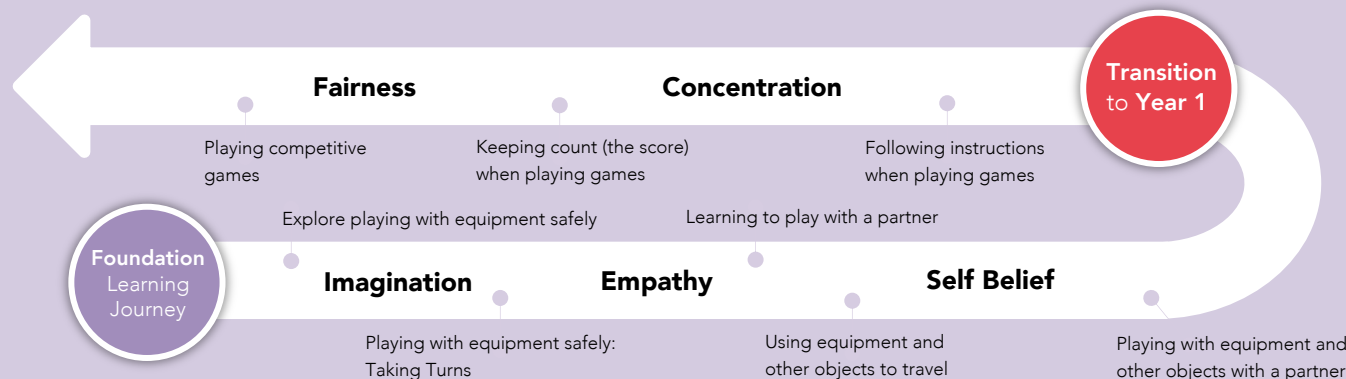


Key Success Criteria

- P** Pupils will explore ways of playing and using different types of equipment. Pupils will learn how to play safely and move into a variety of spaces.
- C** Pupils will use their imagination explore different ways of moving and using the equipment. Pupils will use their concentration skills to understand the instructions.
- S** Pupils will develop life skills such as empathy and fairness when playing games with others. Pupils will learn how to take turns and work with others.
- W** Pupils will start to explore honesty, as they learn to keep the score, and self belief by understanding why it is important to try our hardest.

Vocabulary for Learning

- Play:** is an activity that involves enjoyment.
- Sharing:** to ensure that a game is played fairly pupils should be encouraged to share and take turns.
- Safe:** Safe means being able to play or compete in an environment where we are protected from danger or harm.
- Taking Turns:** is a social skill whereby pupils alternate (one at a time) an activity, challenge or task.
- Fairness:** is when we make judgements in accordance with the rules and treat everyone equally and fairly.
- Travel:** is a method of moving around the space using either our bodies or a piece of equipment.
- Vehicle:** is a method of moving, using a piece of equipment.
- Partner:** is a person who is doing the game activity, game or challenge with somebody else, with the aim of achieving the same goal.
- Speed:** is the ability to move parts of the body or our vehicle, as quickly or as slowly as possible.





Physical Education

Playing Games Year 1

Unit Purpose

The unit of work will challenge pupils to **create, follow** and **develop rules** for games. Pupils will apply these through games/challenges, playing against themselves, with a partner and in teams.

Pupils will understand how to **keep track of their scores**, ensuring that the games are safe and fair.

Inspire Me

Did you know... that the rules (or laws) are applied to make sure that games are played fairly. Cricket has 42 laws, Tennis has 23 laws, Football has 18 laws, and the NFL has 17 laws. Some of these laws are also subdivided.



Key Success Criteria

- P** Pupils will respond to a set of instructions. Pupils will complete challenges against themselves and against others.
- C** Pupils will understand how to win and to lose, and what the consequences are of breaking the rules of a game.
- S** Pupils will learn how to take turns and how to play fairly. Pupils will play fairly and honestly following the rules of the game.
- W** Pupils will continue to develop and apply honesty as they play by the rules and keep the score. Pupils will also show courage as they try to improve their scores.

Vocabulary for Learning

Rules: are a set of regulations or principles that govern a particular activity, that ensure that the activity is played fairly and safely.

Instructions: are a set of commands that someone will ask you to follow to complete, in order to successfully complete a task.

Score: is the number of points achieved in a game or by an individual, pair or team.

Sharing: to ensure that a game is played fairly pupils should be encouraged to share and take turns.

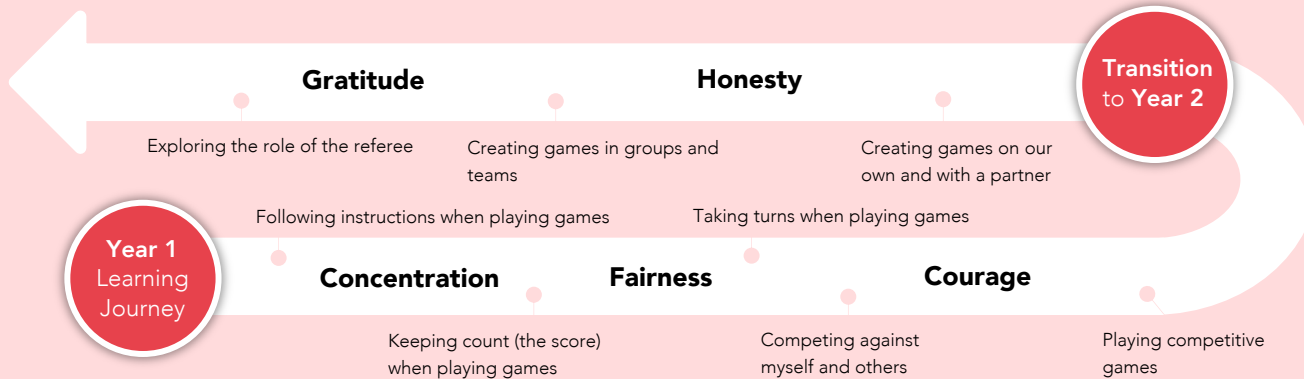
Tag or Tagging: is the method applied by the defending team (tagger) to stop the attacker from moving.

Leader: a leader is an individual who will guide and inspire their partner or others within their team.

Competition: Competition means when we compete (challenge) ourselves or when we play against others, in small groups or in pairs.

Personal Best: A personal best is the fastest time, highest score or best result, achieved by a person or a team when undertaking a challenge or sporting event.

Teamwork: Teamwork is the combined effort of a group to achieve a goal or complete a task, in the most effective and efficient way.





Physical Education

Creating Games Year 2

Unit Purpose

The unit of work will challenge pupils to **create simple tactics**, follow and develop rules for games.

Pupils will apply these in games playing against themselves, with a partner and in teams. Pupils will understand how different roles, such as the **referee** or **timekeeper** helps to manage the game.

Inspire Me

Did you know... that the first time a referee used red and yellow cards in a football tournament was at the 1970 world cup in Mexico. The cards provided a clear and immediate understanding of the referee's decisions, both for players and for spectators



Key Success Criteria

- P** Pupils will take on the role of a referee to enforce the rules of a game. Pupils will move between attack and defence as the game changes.
- C** Pupils will show an understanding of the different roles within a game. Pupils will be able to identify the key attributes that make a successful team.
- S** Pupils will encourage others and show gratitude. Pupils will collaborate and work together in teams.
- W** Pupils will apply a competent understanding of honesty as they play by the rules and keep the score.

Vocabulary for Learning

Attacker: We are considered an 'attacker' when we or our team are in possession of the ball or in control of the ball. Our aim is to keep the ball away from the defenders.

Defender: We are considered a 'defender' when we are not in possession of the ball. The aim of the game for the defenders is to try and prevent the attackers from scoring.

Referee: is an official who enforces the rules and is responsible for making sure that the game is played fairly. The referee will resolve any disagreements and their decision is final and should be respected.

Sportsmanship: Sportsmanship is the quality of showing fairness, respect and good behaviour towards our opponents when competing and graciousness in winning or losing.

Rules: are a set of regulations or principles that govern a particular activity that ensure that the activity is played fairly and safely.

Competition: Competition means when we compete against ourselves or when we play against others, in small groups or in pairs.

Consequence: A consequence is a result of something that has happened from a given action or situation.

