

PE

Attack v Defence: Understanding Games FS2

<p>Sticky skills</p> <p>Basic movements Teamwork</p>		<p>Key vocabulary FS2</p> <p>Attacker: We are considered an 'attacker' when we or our team are in possession of the ball or we are trying to avoid a defender to score a point. The aim of the game for the attackers is to score as many points as possible.</p> <p>Defender: We are considered a 'defender' when we are not in possession of the ball or we are trying to tag an attacker. The aim of the game for the defenders is to prevent the opposition (attackers) from scoring.</p> <p>Space: is an open area on the pitch that is unoccupied by a defender or the defending team. The attackers need to identify an open space to run into to avoid being tagged by a defender.</p> <p>Rules: are a set of regulations or principles that govern a particular activity that ensure that the activity is played fairly and safely.</p>	
<p>Learning Journey FS2</p> <p>Taking Turns Keeping the Score Playing by the rules Avoiding a defender Preventing an attacker from scoring</p> <p style="text-align: center;">↓</p> <p style="text-align: center;">Year 1</p> <p>Introducing teamwork: Inclusion Develop teamwork Building trust and developing communication</p>			
<p>Cognitive</p> <p>Pupils will experiment moving in different ways, moving confidently and concentrating on any instructions.</p>	<p>Social</p> <p>Pupils will develop life skills such as fairness, while playing by the rules of the game and empathy when they need to encourage others.</p>	<p>Wellness</p> <p>Pupils will start to explore honesty, as they learn to keep the score and self belief, understanding why it is important to try our hardest.</p>	
	<p>Learning Objective / Focus</p>	<p>Lesson Sequence Outline</p>	
<p>FS2</p>	<p>Session 1: LO: to understand why it is important to take turns when playing a game. Focus: Taking turns</p> <p>Session 2: LO: to understand why we need to keep the score during a game. Focus: Keeping the score</p> <p>Session 3: LO: to understand why we need to follow the rules during a game. Focus: Understanding rules: Playing by the rules</p> <p>Session 4: LO: to understand what the consequences are if they are tagged in a game. Focus: Avoiding a defender (shark)</p> <p>Session 5: LO: to understand what the consequences are if they do not tag an attacker in a game. Focus: Preventing an attacker from scoring: Tagging an attacker (fish)</p> <p>Session 6: LO: apply understanding of attacking (fish) and defending (sharks), applying it into a competitive game. Focus: Consolidate learning: Applying our understanding of attacking and defending into a game</p>	<p>Overview: The unit of work will explore why we need to follow the rules and keep the score during a game. Pupils will learn how to apply very simple tactics for attacking and defending in games.</p> <p>Physical: Pupils will be able to move into spaces avoiding other pupils. Pupils will also be able to adjust their speed and change direction to avoid other pupils.</p> <p style="text-align: center;"><i>See session plans attached or log on to Complete PE to access relevant documents</i></p>	
<p>Below</p>	<p>End of unit assessment Met</p>		<p>Exceeding</p>

