## P.E- Lower Key Stage One - Hit and catch Yr1 and Yr2

Pupils should be taught to:	How we do this in Y1	How we do this in Y2	Resources	<u>Vocabulary</u>	<u>Notes</u>
Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-	Key vocabulary will be taught at the start of each session and explicitly modelled, review previous session vocabulary where applicable.  - Introduce key vocabulary  - When serving, children should be shown how to	n/a	Yr 1 balls, bats/raquets, cones, Year 2	Vocabulary Yr1 Serve, stance, grip, aim, speed, control Vocabulary Yr2	Differentiation is not decided by who is SEND, WTS, EXS or GD in other areas, but through outcome, support and carefully selected equipment apparatus to extend/ challenge and support learners  Differentiation for individuals may vary across sessions/ tasks and units of work.  Teaching sequence:
and co- ordination, and begin to apply these in a range of activities  participate in team games, developing simple tactics for attacking and defending	hold the ball correctly and use hand eye coordination to be able to hit the ball/shuttlecock a short distance.  - Children should be shown the appropriate stance – facing side on, legs shoulder width apart, racquet in dominant hand and should be given time to practise this.				- Warm up - Review previous learning/ vocabulary - Clear modelling of new teaching - Pupil/ group activity - Review/ re model - Share- does not have to be whole class could be two groups at a time- use sharing part as teaching points - Cool down  Please note pupils should be active a minimum of 80% of the session

<ul> <li>Children should start to be able to catch a ball that has been served to them and develop their confidence with this throughout all lessons</li> <li>Some control should be shown by those serving, practise hitting at varying levels of power</li> <li>Children should begin to show an understanding of how to grip the racquet.</li> <li>Children should start practising moving into</li> </ul>		
the space where the ball/shuttlecock is travelling  CRM  - he/she can hit a ball with a range of different bats/racquets.  - he/she can find space to move into within a game.		