P.E- Upper Key Stage two - Rounders Yr5 and Yr6

Pupils should be taught to:	How we do this in Y5	How we do this in Y6	Resources	<u>Vocabulary</u>	<u>Notes</u>
use running, jumping, throwing and catching in isolation and in combination play competitive games, modified	Continue to embed vocabulary already taught from years 3 and 4. Model where required Key vocabulary will be taught at the start of each session and explicitly modelled, review previous session vocabulary where applicable. - Recap key vocabulary and how to set up a rounders field	Continue to embed vocabulary already taught from precious years. Model where required Key vocabulary will be taught at the start of each session and explicitly modelled, review previous session vocabulary where applicable. - Recap key vocabulary and how to set up a rounders field — children can take	Year 5 Bats, balls, stumps/cones Year 6 Bats, balls, stumps/cones	Vocabulary Yr5 Rounders, base, bowler, batter, stance, grip, fielder, drop, feed, backstop, parallel, bowl, aim, strike, field, intercept, throwing, accuracy, speed, control, force, long barrier, backing up Vocabulary Yr6	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: - Warm up
where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic	- Continue assessing others on their stance and grip, but also show an awareness of their own technique and where to improve - When acting as the bowler, children should be using the correct grip and using appropriate force when aiming at a	responsibility for setting up the field themselves - Children should be self-aware in their techniques with stance and grip and adjust accordingly - Children's control, aim, force and speed should be consistently		Rounders, base, bowler, batter, stance, grip, fielder, drop, feed, backstop, parallel, bowl, aim, strike, field, intercept, throwing, accuracy, speed, control, force, long barrier, backing 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

principles	target	appropriate when
suitable for		bowling
attacking and	- Control, direction,	
defending	speed and force should	- When batting, children
	be shown regularly	should consistently be
	when batting and	using appropriate using appropriate
develop	bowling	control, direction,
flexibility,		speed and force and
strength,	- Children should be	showing good hand-
technique,	confident when hitting a	eye coordination. They
control and	ball bowled to them by	should be able to send
balance [for	another person and	the ball in the
example,	should be able to send	direction of free space
through	the ball in the direction	to give them more
athletics and	of free space	time to complete a run
gymnastics]	- Children who are	- Effective bowling
3,	bowling the ball should	techniques should be
	be adopting effective	used, and children
	techniques for holding	should be able to
	the ball, stance and	choose an appropriate
	aiming accurately	bowler from their
		team
	- In group games, fielders	
	should be spread out	- When acting as a
	effectively and long	fielder, the position of
	barrier stops and	team mates should be
	'backing up' should be	well thought out with
	occurring regularly	the skills of the batter
		in mind. This can be
	- In group games,	assessed and adjusted

	children should be	throughout the game	
	confident in showing	Cialdana abassid ba	
	their knowledge of the	- Fielders should be	
	skills taught for each	effectively using long	
	role	barrier stops and	
	Children ab and backle	backing up to make it	
	- Children should be able	difficult for the	
	to self and peer assess	opposing team to	
	based on technique and	score points	
	offer ways to improve	Children she tille	
	as a team	- Children should be	
		able to self-assess	
CDI		their techniques at	
CRI		critical points during a	
	- he/she can call out for a	game and adjust	
	catch in a game showing	accordingly	
	they know they are in	Tanana ah ay lal ba ah la	
	the best place.	- Teams should be able	
	ha/aha aan aalaat tha	to amicably discuss	
	- he/she can select the	strengths and	
	most appropriate	improvements of their	
	person to pass to within	performance within	
	a game and the most	each game	
	appropriate style of	CRM	
	pass to ensure accuracy.	CKIVI	
	- he/she can hit a ball	- he/she can call out for	
	into space to help	a catch in a game	
	increase his/her score	showing they know	
	within a game.	they are in the best	
	within a game.	place.	

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	- he/she can help other members of his/her team to find space within a team game.	 he/she can select the most appropriate person to pass to within a game and the most appropriate style of pass to ensure accuracy. he/she can hit a ball into space to help increase his/her score within a game. he/she can use a range of attacking and defending skills when playing a team game. 	
Compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Children will be given regular opportunities to review own work and that of others - Self/ peer assess - Evaluate performance and suggest improvements using key language - Build on sequence using advice given - Record performance and set individual targets to improve - Explain how performance has developed/ improved	Children will be given regular opportunities to review own work and that of others - Self/ peer assess - Evaluate performance and suggest improvements using key language - Compare sequences and how ideas can be used to develop a sequence - Record performance and set individual targets to improve - Explain how	

performance has developed/ improved -