

P.E- Lower Key Stage One - Bowl, hit and run Yr1 and Yr2

<u>Pupils should be taught to:</u>	How we do this in Y1	How we do this in Y2	<u>Resources</u>	<u>Vocabulary</u>	<u>Notes</u>
<p>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</p> <p>participate in team games, developing simple tactics for attacking and defending</p>	<p>Not taught</p>	<p>Key vocabulary will be taught at the start of each session and explicitly modelled, review previous session vocabulary where applicable.</p> <ul style="list-style-type: none"> - Introduce key vocabulary - When bowling, children should be shown how to hold the ball correctly using an overarm throw - Children should be shown the appropriate stance of a bowler - Children should start to be able to hit a ball that has been bowled to them and develop their confidence with this throughout all lessons 	<p>Yr 1 n/a</p> <p>Year 2 Balls, cones/stumps,</p>	<p>Vocabulary Yr1 n/a</p> <p>Vocabulary Yr2</p> <p>Bat, stumps, bowl, overarm throw, bowler, batter, fielder</p>	<p>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</p> <p>Differentiation for individuals may vary across sessions/ tasks and units of work.</p> <p>Teaching sequence:</p> <ul style="list-style-type: none"> - 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 <p>Please note pupils should be active a minimum of 80% of the session</p>

		<ul style="list-style-type: none">- Children should spend time practising their aim when throwing and hitting a ball to replicate the bowler and the batter in a cricket game.- Children should take part in small games where there is a batter, bowler and fielders. The batter should hit the ball and the fielders should aim to return the ball to the bowler as quick as possible. The batter can assist with this, or introduce running between certain points before the ball returns to the bowler. <p>CRM</p> <ul style="list-style-type: none">- he/she can throw a ball underarm, over arm and use a bounce pass- he/she can move into a given space to catch a ball			
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