

Lancashire Games Progression Key Stage 1

During Key Stage 1 pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. Pupils should master basic movements including running, jumping, throwing and catching and apply these individually and in team games where they should develop simple tactics for attacking and defending. In all games activities, children think about how to use skills, strategies and tactics to outwit the opposition.

Year 1			Year 2		
In these units children develop basic game-playing skills, in particular throwing and rolling. They play games based on net games (like tennis and badminton), and games based on striking and fielding games (like rounders and cricket).			In these units children improve and apply their basic skills in games. They play games that demand simple choices and decisions on how to use space to avoid opponents, keep the ball and score points.		
<p>The 'Ten point hoops' core task involves children scoring points by throwing beanbags to a choice of two targets. Working in pairs, the children set up an area for their game. The pupils stand on either side of the line, one as an attacker and the other as a defender.</p> <p>The attacker aims to throw a beanbag into one of the hoops, moving around the area and throwing when they think they have dodged their opponent.</p> <p>The defender tries to stop the beanbag landing in the hoop. After five throws, the defender becomes the attacker and tries to beat their opponent's score.</p>	<p>The aim of the game is to score points by sliding a beanbag or rolling a ball over your opponent's line. The game is played one against one, or two against two.</p> <p>Set up two parallel lines, 3m to 5m apart (make sure there are sides to the court). The children should position themselves on either side of the lines, but may put their hands into the space between.</p> <p>The opponents try to intercept the ball or beanbag and then try to score themselves.</p>	<p>The aim of the game is for the thrower (the batter) to score as many points as possible by throwing beanbags into a channel and then counting how many times they can move in and out of a hoop before fielders retrieve the beanbags. The game is played one against one, one against two, or one against three.</p> <p>One player stands in a hoop and throws beanbags down a marked channel. The other players stand behind the thrower and run to retrieve the beanbags after they have been thrown. Players take it in turns to throw.</p>	<p>The 'Piggy in the middle' core task involves children trying to score as many points as possible by throwing and catching a ball between players on their team. The pupils work in groups of four, with three attackers and one defender.</p> <p>The attackers pass the ball between them - the person with the ball must stand still but the others can move around.</p> <p>The defender tries to intercept the ball without touching any of the attackers. This core task can easily be adapted to striking and stopping a ball using a bat, racket or stick, or to kicking and stopping a ball using the feet.</p>	<p>The aim is to score points by throwing or hitting a ball over a line/net so that it bounces twice, with the first bounce in the court area. Play the game two against two - each pair should have one player with a racket and one without.</p> <p>Players who do not have a racket 'feed' a ball to their partners, who then try to hit it over the line/net into their opponents' court. When the ball goes over the net, the player without the racket tries to intercept or catch the ball before it bounces twice, before feeding it to their own partner.</p>	<p>The aim is for the batter to hit a ball into a field, and then to run as far as possible around a circuit of bases before the fielding team returns the ball to the fielding base.</p> <p>Play the game with one batter, one feeder and three fielders. The feeder throws the ball to the batter, who then hits it. Alternatively the child can strike the ball from a tee. The batter scores by carrying a beanbag to one of four bases placed in a semi-circle, running around these in an anti-clockwise direction. The batter can only run until the fielding team returns the ball to the fielding base. Everyone takes turn to bat, field and feed.</p>