

## **Medium Term Plan: Supporting Implementation of**

### **Subject: EYFS – Summer 1 - Games: Unit 2**

In this unit children will practise and further develop their fundamental movement skills through the topic of 'around the world'. Children will learn and develop these skills by playing a variety of games. They will also learn how to work as a team, take turns, keep the score, play against an opponent and play by the rules.

N/C links:

- 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

Key skills:

- Physical: run, change direction, throw, catch, strike
- Social: communication, help others, respect, take turns, co-operation
- Emotional: perseverance, honesty, determination, manage emotions
- Thinking: comprehension, decision making, select and apply, reflection

### **Long-term Learning (what pupils MUST know and remember) End Goals**

#### **Games**

- To negotiate space safely with consideration for myself and others.
- To follow instructions involving several ideas or actions.
- To play co-operatively, take turns and encourage others.
- To play games honestly with consideration of the rules.
- To show an understanding of my feelings and can regulate my behaviour.
- To use ball skills with developing competence and accuracy.
- To use movement skills with developing balance and co-ordination.

#### **Key Vocabulary**

Aim, gallop, hit, hop, jump, lose, partner, run, safely, score, stop, tag, target, team, win

Session 1 – Theme: polar regions

To aim when throwing and practise keeping score.

#### **Success Criteria**

- Each time you or your partner score a point, shout out the score to help you to remember.
- Point your hand where you want the object to go.

#### **Whole Child Objectives**

- Social: To communicate with my partner, helping each other to remember the score.
- Emotional: To try my best.
- Thinking: To remember the score.

#### **Vocabulary:**

Aim, hit, jump, partner, safely, score, stop

Session 2 – Theme: the rainforest

To follow instructions and move safely when play tagging games.

#### **Success Criteria:**

- Look for space away from the taggers.
- Tag someone by gently touching them on the arm or back.

#### **Whole Child Objectives:**

- Social: To help others who are stuck.
- Emotional: To show honesty when playing tagging games.

## Medium Term Plan: Supporting Implementation of

- Thinking: To decide which way to run.

Audio to be used - Rainforest - <https://pe.getset4education.co.uk/resourcebank/viewresourcefile?id=11136>

### Vocabulary:

Jump, partner, run, safely, stop, tag

### Session 3 –. Theme: Australia

To learn to play against a partner.

#### Success Criteria:

- Point your hand where you want the object to go.
- Say 'well done' to your opponent.

#### Whole Child Objectives:

- Social: To show respect for my partner when playing competitively.
- Emotional: To try my best.
- Thinking: To select and apply skills to try to win the game.

#### Vocabulary:

hop, jump, partner, score, stop, tag, target, win

### Session 4 –. Theme: wild west

To develop co-ordination and play by the rules.

#### Success Criteria:

- Listen carefully to the instructions to help you to understand how to play the game.
- Use the opposite leg to arm when running.

#### Whole Child Objectives:

- Social: To take turns and encourage my teammates.
- Emotional: To persevere with travelling actions that I find difficult.
- Thinking: To understand the task.

#### Vocabulary

Gallop, hop, jump, partner, run, safely, stop, team

### Session 5 –Theme: India

To explore striking a ball and keeping score.

#### Success Criteria:

- Hit the ball in the middle of the racket.
- Point the racket where you want the ball to go.

#### Whole Child Objectives:

- Social: To work co-operatively with a partner.
- Emotional: To play games honestly.
- Thinking: To understand that if I hit the ball further, I can score more points.

India audio to be played: <https://pe.getset4education.co.uk/resourcebank/viewresourcefile?id=11235>

#### Vocabulary

Hit, partner, run, score, stop

## **Medium Term Plan: Supporting Implementation of**

Session 6 –Theme: far east

To work co-operatively as a team.

### **Success Criteria:**

- Clap the other teams.
- Encourage your teammates.

### **Whole Child Objectives:**

- Social: To support and encourage my teammates.
- Emotional: To understand how to behave when winning and losing.
- Thinking: To discuss how to improve and be quicker as a team.

### **Vocabulary**

Hop, jump, run, safely, team, win

### **Future learning this content supports:**

This unit will support future games throughout KS1 and KS2. It will also support them throughout their next topic (ball skills) helping them to transfer some key skills across. Pupils will have improved their balance, ability to change direction quickly, become faster, ability to move for longer and move different body parts at the same time, which will be used and improved throughout KS1 and KS2.