

Medium Term Plan: Supporting Implementation of

Subject: Year 2 Summer 1 – Target Games:

In this unit, pupils develop their understanding of the principles of defending and attacking for target games. They develop the skills of throwing, rolling and striking towards a target and are given opportunities to select and apply the appropriate action for the target considering the size and distance of the challenge. They will apply their skills individually, in pairs and in small groups and begin to organise and self-manage their own activities. They will understand the importance of abiding by rules to keep themselves and others safe, learn how to score points and use simple tactics.

N/C links:

- master basic movements including throwing and catching. Participate in team games, developing simple tactics for attacking and defending.

Key skills:

- Physical: roll, overarm throw, underarm throw, strike, dodge, jump
- Social: congratulate, support others, co-operation, kindness
- Emotional: manage emotions, honesty
- Thinking: identify areas of strength and areas for development, select and apply, comprehension, decision making

Prior Learning (what pupils already know and can do)

- Use an overarm throw for distance.
- Use an underarm throw for accuracy.
- Stand with opposite foot to throwing arm forwards.

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

- able to select the appropriate skill for the situation.
- To throw, roll or strike a ball to a target with some success.
- To work co-operatively with a partner and a small group.
- Able to understand the principles of a target game and can use different scoring systems when playing game
- Able to understand what good technique looks like and can use key words in the feedback I provide.

Key Vocabulary

Accurate, ahead, aim, opponent, overarm, release, strike, target, teammate, underarm

Session 1 – To consider how much power to apply when aiming at a target.

Success Criteria

- Point your arm in the direction of the target as the object is released.

Whole Child Objectives

- Social: To congratulate others.
- Emotional: To manage my emotions regardless of results.
- Thinking: To be able to identify my own and others' success.

Vocabulary:

Accurate, aim, opponent, release, target

Session 2 – To understand how to score using overarm and underarm throwing.

Success Criteria:

- Point your arm in the direction of the target as the object is released.
- Use less force if the target is close and more force when the target is further away.

Whole Child Objectives:

- Social: To be supportive towards others.

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- Emotional: To show honesty when playing competitively.
- Thinking: To select the appropriate skill for the situation.

Vocabulary

Opponent, release, target, underarm

Session 3 – To develop striking to a target.

Success Criteria:

- Use less force if the target is close and more force when the target is further away.

Whole Child Objectives:

- Social: To congratulate others.
- Emotional: To manage my emotions when playing games.
- Thinking: To comprehend how power affects distance.

Vocabulary

Aim, release, strike, target

Session 4 - To develop hitting a moving target.

Success Criteria:

- Aim slightly ahead of where the target is moving.
- Consider the speed or height of the moving target.

Whole Child Objectives:

- Social: To work co-operatively with others.
- Emotional: To show honesty when keeping score.
- Thinking: To make appropriate decisions in different challenges.

Vocabulary

Ahead, aim, release, strike, target

Session 5 – To select and apply the appropriate skill to the target game.

Success Criteria:

- Point your arm in the direction of the target as the object is released.
- Use less force if the target is close and more force when the target is further away.

Whole Child Objectives:

- Social: To show kindness towards others.
- Emotional: To show honesty when playing games.
- Thinking: To consider how much power to use for each activity.

Vocabulary

Overarm, release, target, underarm

Session 6 - To show an improvement in my personal best.

Success Criteria:

- Point your arm in the direction of the target as the object is released.
- Use less force if the target is close and more force when the target is further away.

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Whole Child Objectives:

- Social: To show kindness towards others.
- Emotional: To show honesty when playing games.
- Thinking: To use prior learning to improve on my personal best.

Vocabulary

Ahead, overarm, underarm, target, release

Future learning this content supports:

This unit will support future units involving target games throughout KS1 and KS2. It will also support them during their summer topics helping them to transfer some key skill across. Pupils will have improved their balance, speed, ability to move different parts of the body at the same time and ability to change direction quickly which will be used throughout both summer units. These skills will also be essential to sports in KS2 such as football, basketball, rounders, cricket, dance, hockey and tag rugby.