

PE - GAMES – Progression of Skills (Based on Durham Sports Partnership Progression Documents)

	By the end of Year 2 children should be able to:	By the end of Year 4 children should be able to:	By the end of Year 6 children should be able to:
Physical Skills	<ul style="list-style-type: none"> • Play co-operatively and competitively with a partner/team of 3 • Use space well e.g. move into a space or jump to stop catch or strike a ball • Be a competent mover so that they can avoid others by controlling their body so they don't fall over i.e. move forward, sideways and backwards at different speeds with control • Control and make decisions when playing with balls of various sizes & shapes; roll & throw underarm/overarm to a partner, receive balls of various sizes and shapes from a partner, bounce & catch on the spot and on the move, strike & receive the ball with a foot & hit a ball with a bat when playing with a partner 	<ul style="list-style-type: none"> • Keep games going because they have the skill and control to do so e.g. throw and catch in different ways, choosing the right time to pass, selecting the best place to pass to a team mate or to outwit an opponent, join actions together like move, receive, shoot • Send and receive a ball with hands, feet, racquet and bat with increasing accuracy to a target, space or team mate • Use space well by finding and moving into a free space/passing to team mates when they are in a good space • Develop a range of defence and attacking skills in invasion, net/wall, striking/fielding type games e.g. those described in core tasks and TOPs activities to prepare them to play mini versions of traditional NGB's mini versions as described in Upper Key Stage 2 • Have the confidence to try out new skills and recognise which skills they need to practise 	<ul style="list-style-type: none"> • Pass, control, dribble and shoot with accuracy and fluency while on the move • Send and receive a ball with hands, feet, racquet and bat with accuracy to a target, space or teammate in traditional NGB's mini versions of invasion, net/wall, striking/fielding games e.g. Tag Rugby, High 5 Netball, Football, Basketball, Qwik Cricket, Mini Tennis, Rounders • Demonstrate the confidence and competence to successfully take part in the range of games as described above • Demonstrate the perseverance to improve
Thinking Skills	<ul style="list-style-type: none"> • Adapt activities using their own ideas of how to make the game easier /harder/more enjoyable by using STEP i.e. changing the space/task/equipment/people • Make up simple rules with others to make the game enjoyable and challenging • Understand simple tactics to outwit a partner/small team when attacking or defending i.e. selecting an appropriate pass, looking one way passing the other, keeping on the move to mark a goal/target, moving into the pathway of a ball to intercept • Change their intended action in response to their opponent • Have the determination to practise to improve own skills 	<ul style="list-style-type: none"> • With others, decide and try out different ideas/tactics to outwit an opponent in defence and attack • Understand own and others' strengths and weaknesses and have the confidence to practise to improve • understand how to take responsibility for their own and others' safety when playing games • adapt and make up rules to suit the equipment/space/targets used 	<ul style="list-style-type: none"> • understand own and others' strengths and weaknesses and how to choose the most competent person for a specific role within the team • make decisions quickly in a game • change tactics/roles as necessary for the success of the whole team • understand the transference of skills from one type of game to another and apply appropriately • reflect on own and others' performance to help improve personal and team skills and performance
Team Skills	<ul style="list-style-type: none"> • Include others in their games • Begin to recognise what they and others can do well • Keep to rules so that they and others enjoy an activity • Begin to recognise how they and others feel when they find activities easy/difficult, when they win/lose 	<ul style="list-style-type: none"> • Keep possession of the ball • Select different positions in the team based on strengths of players • Agree on their own rules to suit the equipment • Keep to the rules so that they and others enjoy and are challenged • Encourage team mates to do well • Accept winning and losing as part of games 	<ul style="list-style-type: none"> • understand and keep to the rules of the games described above to enable the game to flow and keep players safe • select different positions in the team based on strengths of players • challenge and encourage each other to perform to the best of their ability • control the feelings experienced e.g. nervousness /excitement / disappointment to help themselves and others enjoy the games