

Subject: Physical Education	Year group: Year 1	Topic: i-create - Funfair	Initiation & activation activities:
<p>Prior knowledge required: Children negotiate space and obstacles safely, with consideration for themselves and others; Demonstrate strength, balance and coordination when playing; Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.</p>		<p>Vocabulary: left, right, bounce, hand-eye coordination, racket, balance, grip, head height, palm facing up, moving forwards/backwards/sideways, standing still/walking, signal, dribble, balance, hit</p>	
<ul style="list-style-type: none"> <li>● Programme of Study</li> <li>● Pupils should be taught to:</li> <li>● 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</li> </ul>	<p>Implementation:</p> <ul style="list-style-type: none"> <li>• Can they explore and create movement activities based on what they have seen.</li> <li>• Can they compare movements and talk about what they like or dislike.</li> <li>• Can they adapt activities to match a theme or idea.</li> <li>• SEN/Support - can they explore movement ideas and create some of their own with help. Say what they like or dislike about the movement or activity. Offer their own ideas for movements.</li> <li>• Can they create their own activities appropriate to the stimulus. Express likes and dislikes. Adapt movement activities to make some changes.</li> <li>• <b>GD</b> - Can they create new activity ideas to meet a theme then adapt them based on feedback to make improvements.</li> <li>• Can they demonstrate: <ul style="list-style-type: none"> <li>○ co-ordination</li> <li>○ ability to manipulating equipment</li> <li>○ fundamental movement skills of aiming and striking.</li> <li>○ fundamental movement skills of footwork aiming and striking.</li> <li>○ agility and co-ordination skills in a range of activities.</li> <li>○ fundamental movement skills of aiming and striking with/without a racket.</li> </ul> </li> </ul>		