others; Demonstrate strength, balance jumping, dancing, hopping, skipping a		Topic: ithink Game Changers Vocabulary: balance, static, seated, dynamic, agility, reaction, response, hand-eye coordination, personal best, tactics, attack, defend, rally, sequence, back, forth, approach, delay, control, tackle, approach, cover, pressure, delay,	Initiation & activation activities: Sports day
Programme of Study	Implementation:	Impact –lesson sequence:	Evaluations and assessments:
<ul> <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> <li>participate in team games, developing simple tactics for attacking and defending</li> <li>perform dances using simple movement patterns.</li> </ul>	<ul> <li>Can they say what they can do well and how to improve.</li> <li>Can they follow basic rules and use tactics in team game situations.</li> <li>SEN/Support - Can they discuss what they did well and how they can improve. Understand rules and apply to their own games. Adapt and improve activities using their own ideas.</li> <li>Can they apply simple tactics and follow rules in team games. Adapt and improve activities using feedback from others. Say why I or others are working well.</li> <li>GD - Know where they are with their learning. Use personal best as a means to improve. Use an increasing variety of tactics in team games.</li> <li>Can they demonstrate confidence and competence in the Fundamental Movement Skills: Balance - Seated, static and dynamic balance; Agility - Reaction and response</li> <li>Can they develop and extend their agility and balance skills in a variety of increasingly challenging situations.</li> <li>Can they participate in team games, developing tactics for attacking and defending.</li> </ul>		