

Subject: Physical Education	Year group: Year 1	Topic: i-communicate - Playtime	Initiation & activation activities:
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.		Vocabulary: From high to low, low to high, quickly, slowly, alternate fast, slow, dodges, dodging, great force, throw, pass catch, attack, defend,	
<ul style="list-style-type: none"> ● Programme of Study ● Pupils should be taught to: ● 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 	<p>Implementation:</p> <ul style="list-style-type: none"> • Can they offer ideas, take turns and work co-operatively. • Can they use recently introduced vocabulary. • Can they praise and motivate others • SEN/Supported - can they express their own ideas in a group task, take turns and work co-operatively most of the time unaided. Use some recently introduced vocabulary • Can they readily offer relevant ideas in a group or whole class task, take turns and work co-operatively. Use recently introduced vocabulary. Praise others' movements and ideas. • GD - Can they independently and co-operatively work alongside others. Use and explain new vocabulary terms. Use praise and encouragement to motivate others to improve. • Can they demonstrate mastery of basic movements in dodging, passing, throwing, rolling, catching control, dribbling, trapping, stopping and kicking a ball. • Can they demonstrate static and counter-balance skills individually and with others. • Can they increasingly demonstrate confidence and competence when developing and extending these agility skills. • Can they apply these agility skills in competitive and co-operative activities and games? • Can they demonstrate : <ul style="list-style-type: none"> ○ Agility - footwork skills ○ Object control - manipulating equipment ○ Core strength & Balance - dynamic balance and counter balance 		