Progression of Knowledge and Skills through Target and Creative Games

PE Progression through Lancashire PE SOW: Target & Creative Games - Years 3, 4, 5 and 6

	Year 3/4	Year 3/4	Year 4/5	Year 6
Target/Creative Games The aim of target games is to send an object usually a ball towards a target in an attempt to get the highest possible score by being closest. This requires accuracy and control.	This unit lays the foundation for children understanding how games work through designing their own tag and target games. Children will improve their FMS and start to understand how to design their own game.	In this unit the children will learn how to apply simple tactics in a range of target games using a range of equipment . The children will learn how to play the Paralympic sport of Boccia.	In this unit the children will learn how to apply simple tactics in a range of target games. The children will learn how to play the target game of dodgeball.	In this unit the children will apply their knowledge and understanding of invasion games from Year 5 and create their own games, which follows invasion games principles.
Progression of performance of skills	▸ Master most fundamental skills from KS1 and start to develop sport specific skills and perform them with some accuracy.	▸ Master fundamental movement skills and start to develop sport specific skills performing them with consistency and accuracy.	▸ Continue to develop sport specific skills and perform with consistency, accuracy, confidence and control.	▸ Continue to develop sport specific skills and perform them with consistency, accuracy, confidence, control and speed.
Developing Skills – Lancashire Scheme	▸ Dodging ▸ Catching ▸ Underhand throw ▸ Rolling a ball ▸ Overhand throw	▸ Propelling a ball ▸ Rolling a ball ▸ Underarm throw	▸ One handed throw ▸ Catching ▸ Dodging	▸ A range of sending and receiving skills.
Application of skills – Lancashire Scheme (Core Task)	Creative Tag and Target Games Target – Core Task 1 The aim of the game is to score points by getting a soft ball to hit one of three targets. Position a target near the front and another towards the back of the area. Encourage the children to use throws to try to hit the target. The thrower gets one point for every target hit. The targets get a point if they catch the ball. (look at the rules of dodgeball)	Boccia 12s is the official shortened version of boccia developed by Boccia England. Team Boccia 12s consists of two teams of three players, the red side and the blue side, playing two ends; it can also be played between pairs (2v2) and two individuals. Knowledge – to apply tactics i.e. Throw near to the jack, block the jack and knock the opponents ball out of the way or away from the jack.	Dive-Into-Dodgeball is a game played using the 3 balls that are in play. The game is non-invasive as players must remain on their side of the court at all times during a match. Dive-Into-Dodgeball uses soft balls and less players which allows for players to have more time on the ball and more space. Knowledge – to apply tactics i.e. Keeping a ball to defend with •Communicate with team mates so 2 or more children throw balls at one opponent	The 'Calling the shots' core task involves children setting up a 4 v 4, 5 v 4 or 5 v 5 invasion game based on mini-versions of invasion games. The children work in groups of eight, nine or ten. Together they select equipment to use for a 4 v 4 5 v 4 or 5 v 5 invasion game and agree rules and a method of scoring. Knowledge – to know a range of tactics without the ball, with the equipment and to know a range of defending tactics.