DOGSTHORPE INFANT SCHOOL GAMES LONG-TERM PLAN

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS		Multi-skills <mark>Coach</mark>	Throwing & Catching Coach	1	Outdoor team games <mark>Coach</mark>	Outdoor team games Sports day practice Coach
		30-50 months – M&H Run skilfully and negotiate space successfully, adjusting speed or direction to avoid obstacles. 40-60 months – M&H Negotiate space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles. Experiment with different ways of moving.	30-50 months – M&H Catch a large ball. 40-60 months – M&H Show increasing control over an object in pushing, patting, throwing, catching or kicking it. Negotiate space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles.		40-60 months – M&H Negotiate space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles. ELG – M&H Show good control and co-ordination in large and small movements. Move confidently in a range of ways, safely negotiating space.	40-60 months – M&H Negotiate space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles. ELG – M&H Show good control and co-ordination in large and small movements. Move confidently in a range of ways, safely negotiating space.
		Show increasing control over an object in pushing, patting, throwing, catching or kicking it.				Exceeding - M&H Hop confidently.
Y1	Multi-skills	Cambridgeshire	Travelling with a ball	Cambridgeshire	Invasion games	Athletics
• •	Coach	Fundamentals Unit 1:	Coach	Fundamentals Unit 2:	Coach	Sports Day Practise
(Skills taken from Cambs Scheme)	NC: 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. Skills: Develop awareness of space. Begin to travel with coordination and control. Maintain a sense of balance.	Throwing & Catching NC: master basic movements including throwing and catching, begin to apply these in a range of activities. Skills: Share the area safely and to move safely around others. Aim a ball at a target. Experiment with throws and two	NC: master basic movements including running, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. Skills: Catch from a variety of heights and distances. Recognise space during games.	Rall Invasion games NC: participate in team games, developing simple tactics for attacking and defending. NC: master basic movements including running, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.	NC: participate in team games, developing simple tactics for attacking and defending. NC: 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.	Coach NC: 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. Skills: Develop an awareness of speed and distance when running.

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	Listen to and follow instructions. Participate in team games.	handed catches with balls. Send and receive a ball by rolling, throwing, bouncing. Throw and catch with increasing control and send a ball to partner, trying out a variety of ways including a bounce. Send a ball to partner with increasing control, trying out a variety of ways, develop kicking and trapping skills.	 Throw with underarm motion. Improve catching with both hands. Quick fielding techniques to recover balls or beanbags. 	Skills: Practice and refine the skills of running successfully. Further improve mechanics of running and introduce the side stepping action. Practice and improve throwing and catching skills. Practice and improve throwing and catching skills. Practice and improve throwing and catching skills. To throw and catch on the move. Develop the agility to change direction	Skills: Develop striking and fielding tactics in simple games. Travel with a ball / beanbag. Throw and catch on the move. Change direction whilst travelling.	Learn to run over obstacles. Learn to throw a range of different throwing implement for distance and accuracy. Practise different jumping techniques. Recognise and describe what their bodies feel like during different types of activity.
				whilst running.		
Y2	Cambridgeshire Fundamentals Unit 1:	Multi-skills <mark>Coach</mark>	Cambridgeshire Fundamentals Unit 2:	Invasion games: HOCKEY	Athletics	Athletics Sports Day Practise
	Multi-skills		Multi-games	Coach	NC: master basic	Coach
(Skills taken from Cambs Scheme)	NC: 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. Skills Develop accurate rolling, throwing, bouncing and catching skills. Develop balance and control whilst moving in different directions. Develop simple sending and receiving games focussing on accuracy.	NC: 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. Skills Travel with increasing coordination and control. Maintain a sense of balance. Listen to and follow instructions. Participate in team games.	NC: 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. NC: participate in team games, developing simple tactics for attacking and defending. Skills: Reinforce Agility, Balance and Coordination skills with a focus on balancing. Reinforce Agility, Balance and Coordination and focus on developing pace	NC: participate in team games, developing simple tactics for attacking and defending. Skills: Hold the hockey stick correctly when passing and dribbling. Keep control when changing direction. Show awareness when in control of the ball. Change speed with control of the ball. Recognise space on the pitch. Complete push and hit pass.	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 Skills: Improve the quality of the techniques they use for particular running activities. Show the difference between running at speed and jogging. Explain what is successful and what they have to do to perform better. Improve the quality, of the techniques they use for jumping Improve the quality, range and	NC: 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 Skills: Develop an awareness of speed and distance when running. Learn to run over obstacles. Learn to throw a range of different throwing implement for distance and accuracy. Practise different jumping techniques.

SLT and Subject Leader, Summer 2019.

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Observe and describe throwing, catching and striking skills and use the information to improve. Practise and develop throwing, catching and striking skills in a small game. Practise and perform a range of ball skills with control, focusing on dribble, kick and receive.	and speed and being agile. Reinforce Agility, Balance and Co- ordination and focus on developing ball skills into a game. Reinforce Agility, Balance and Co- ordination and develop co- ordination, sending and dribbling skills.	consistency of the techniques they use for throwing. Choose skills and equipment to help them meet the challenges they are set. Recognise and describe what their bodies feel like during different types of activity.
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