

## ALMOND HILL JUNIOR SCHOOL MEDIUM TERM PLAN

TOPIC TITLE/SUBJECT: Key Skills (Games)

YEAR GROUP: 3

TERM: Autumn 1

Vocabulary	Skills		What we already know
<ul> <li>Chest pass</li> <li>Bounce pass</li> <li>Shoulder pass</li> <li>Underarm</li> <li>Overarm</li> <li>Dribble</li> <li>Pass</li> </ul>	<ul> <li>Throw and catch with greater control and accuracy.</li> <li>Practise the correct technique for catching a ball and use it in a game.</li> <li>Perform a range of catching and gathering skills with control.</li> <li>Throw a ball in different ways (e.g. high, low, fast, slow).</li> <li>Move with the ball in a variety of ways with some control.</li> <li>Use two different ways of moving with a ball in a game.</li> <li>Pass the ball in two different ways in a game situation with some success.</li> <li>Find a useful space and get into it to support teammates.</li> <li>Use simple attacking and defending skills in a game.</li> <li>Develop the quality of the actions in their performances.</li> <li>Perform learnt skills and techniques with control and confidence.</li> </ul> Application/ Outcomes		At KS1, children have previously practised basic throwing and catching skills. They have practised passing, kicking and dribbling skills and applied these to small sided games.
<ul> <li>Receive</li> <li>Travel</li> <li>Attack</li> <li>Defend</li> <li>Positioning</li> <li>Space</li> <li>Control</li> <li>Accuracy</li> <li>Illustration</li> </ul>			Concepts  Passing Receiving Throwing Catching Dribbling Positioning Attacking
	<ul> <li>To practise all of the above skills in isolation and apply them in small sided games.</li> <li>Teachers to use this unit as a baseline assessment to underpin all future games units.</li> </ul>		Defending
Other/Cross Curricular Links with English/Maths  Maths – direction, fractions -when using a bounce pass.  PSHCE – turn taking, working with peers, cooperation.		Adaptation for SEND  Adapted equipment e.g. size of balls  Simplified skills / adapted practices  Practising skills in isolation  Shorter distances / reduced playing area  Less people in game situations  Selective learning partners  Adult support	