**Year Group 3**

**Ball skills and Ball Games Unit**

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| **Objective** | **Planning links** | **Resources** |
| **Acquisition** | **Ball Skills:**  The planning for this double unit runs over 6 weeks. You will find the example on the additional resources section.  Once the unit has been completed the children can start to create their own games, applying the skills that they have learnt.  **Ball Games:**  Weeks 7/8 can be passing and receiving games – ball in hand.  Weeks 9/10 can be passing and receiving games – ball at feet.  The children, to analyse their performance, could create stick drawings of the activities they are doing and annotate their strengths and weaknesses. This could be kept as a progress discussion tool, once they have had a chance to practise their skills. | **Ball Skills:**  A range of balls  Differing sizes and textures  Open area – indoor or out  Stick men analysis sheets  **Ball Games:**  Coloured bibs  Coloured cones  Open area – indoor or out |
| 1. Pass and receive with hands in different ways using different size/shape apparatus. |
| **Application** |
| 2. To consolidate and improve quality of skills. |
| **Acquisition** |
| 3. To improve ability to select and apply tactics. |
| 4. Work Co-operatively in small groups. |
| **Application** |
| 5. Recognize how small game activity can be improved |
| **Acquisition** |
| 6. Increase range of passing to a partner. |
| 7. To pass and receive using different parts of the body. |
| 8. To dribble using your feet. |
| **Application** |
| 9. To apply new knowledge in a games situation. |
| 10. To analyse your own performance and suggest areas for development. |

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| **Skills Acquisition**  **Objectives:**  1. Pass and receive with hands in different ways using different size/shape apparatus.  3. To improve ability to select and apply tactics.  4. Work Co-operatively in small groups.  6. Increase range of passing to a partner.  7. To pass and receive using different parts of the body.  8. To dribble using your feet. | | |
| **Minus** | **Equals** | **Plus** |
| **Application**  **Objectives:**  2. To consolidate and improve quality of skills.  5. Recognize how small game activity can be improved  9. To apply new knowledge in a games situation.  10. To analyse your own performance and suggest areas for development. | | |
| **Minus** | **Equals** | **Plus** |