# Broadmayne First School GAMES SEQUENCE OF LEARNING - Spring 1

## Non-Negotiables

| Reception | Year 1 | Year 2 | Year 3 | Year 4 |
|---|---|---|---|---|
| **Ball/Racquet Skills**<br><br>I can safely negotiate and find a space independently<br>I can travel in a variety of ways.<br>I can throw under arm<br>I can catch with two hands<br>I can hold a racket correctly<br>I can balance a bean bag using a racket<br>I can use equipment to control a ball.<br>I can balance a ball.<br>I can balance a ball.<br>I can use a racket to push the ball along the floor<br>I can roll a ball to a target<br>I can follow instructions.<br>I can balance a ball<br>I can balance a ball whilst travelling<br>I can hit a ball with a bat.<br>I can use equipment to control a ball<br>I can roll a ball to a target<br>I can take turns and work in a team<br>I can catch a bean bag on a racket | **Throwing and Catching - Tennis**<br><br>I can follow instructions.<br>I can practise accurate throwing and catching<br>I can hold a racket correctly<br>I can balance a bean bag using a racket<br>I can balance a ball on the racket.<br>I can work in a team.<br>I can use different ways of travelling in different directions or pathways or speeds<br>I can balance a ball.<br>I can use a racket to push the ball along the floor<br>I can roll a ball to a target<br>I can safely negotiate and find a space independently.<br>I can balance a beanbag.<br>I can balance a ball whilst travelling<br>I can hit a ball with a bat.<br>I can control the ball with the racket<br>I can practise basic striking, sending and receiving skills.<br>I can send a ball by hitting<br>I can hit the ball to another player in a game<br>I can catch a ball with a marker<br>I can throw underarm<br>I can hit the ball to another player in a game<br>I can send a ball by hitting – no bounce | **Tennis**<br><br>I can use throwing skills in a game.<br>I can choose and use the best space in a game.<br>I can hold a tennis racket correctly.<br>I can balance the ball on the racket<br>I can understand the importance of rules in a game.<br>I can follow instructions in a game.<br>I can move with co-ordination and control.<br>I can hold the racket correctly.<br>I can use throwing skills in a game.<br>I can strike a ball with increasing control.<br>I can follow the ball and aim to hit it with the racket<br>I can strike a ball<br>I can use throwing skills in a game.<br>I can connect the racket to the moving ball.<br>I can strike a ball forwards<br>I can choose and use the best space in a game.<br>I can strike a ball with increasing control.<br>I can use throwing skills in a game.<br>I can hit the ball to a target<br>I can return the ball to a partner. | **Net Games: Tactics and strategies to overcome an opponent**<br><br>I can throw a ball accurately and receive the ball by providing a target for my partner to aim at.<br><br>I can throw the ball accurately into space in order to score points and win a game.<br><br>I can throw the ball into space on the court to score points and outwit my opponent.<br><br>I can make my opponent move around the court in order to create space to help me win a point.<br><br>I can accurately throw over the net into space and move my opponent around the court in order to win a point.<br><br>I can hold a racket safely and understand why it is important to control the ball when playing a shot. | **Tactics and strategies to overcome an opponent - Pickleball**<br><br>I can play a forehand shot with control and understand the importance of the ready position.<br><br>I can play a forehand shot with increased accuracy using a paddle and hit the ball into space to try to win points against my opponent.<br><br>I can control and accurately direct the ball with my paddle towards space in order to win a point.<br><br>I can play a backhand shot using a paddle knowing when and where to play the shot in a game.<br><br>I can use both the forehand and backhand shot and apply tactics to decide which shot is best to use in a rally.<br><br>I can use good decision making to create space by moving my opponent in order to win a game. |