First Level Connections Invasion Games Planning Sheet

Physical Education Physical Activity School Sport

together inspiring success

Class: Teacher: Date:

Experience & Outcome	I assuing Intentions	Success Criteria	Lasuras Francisco	Accessor	Evaluation
Experience & Outcome	Learning Intentions	Success Criteria	Learner Experience	Assessment	Evaluation
	C	C	Ball Games	Say, write, make & do	
	Suggested	Suggested	Al-119 A construction of the second	Sharing learning intentions	
C	T. 1.1	T. B b. II d d	Ability to accelerate v speed	Open Question	
Cooperation and	To introduce a range of skills	To Pass a ball to my team	Changing direction	Thumbs up - no hands	
competition	within ballgames. ball handling	mate for them to catch		Self-assessment	
I can follow and understand	in sending and receiving		Use of space, movement off	Peer assessment	
rules and procedures,		To move into an appropriate	ball, constant movement,	2 stars & wish	
developing my ability to	To make effective decisions in	space to receive a pass	awareness of others.	Share the bigger picture	
achieve personal goals. I	modified / conditioned games			Next steps	
can recognise and adopt		To recognise where to move	Moving confidently within a	Task observation	
different roles in a range of practical activities	To develop principles of play within an invasion game	to next	given space	Record of improvement	
HWB 1-23a	Within an invasion game	To Pass then move to a	Movement and positional play	Kinaesthetic Awareness	
11111 234		different space.	with increasing control and	Problem Solving Focus & Concentration Coordination & Fluency	
	To develop a variety of simple	different space.	fluency	Decision Making Creativity Cognitive Skills Cognitive Cogni	
	tactics	To understand the principles	rtucincy		
		of defence playBig D	Roles and responsibilities	Motivation Ondidence & Self Extern Otermination & Resilience Responsibility Responsibility	
	To understand rules and why		Build up to small games	Responsibility & Leadership Respect & Tolerance Communication	
	they are used	To play different roles in a	Build up to small games		
Key Skills and Attributes		small game 2v1, 3v2.	First Level Connections Cards:	Suggested Benchmarks	
Rey Skills and Acti ibates	Accept and respect a variety of			Coordination & fluency	
	roles and relationships		16 - Spiders Web	Links and orders a series of	movements (passes) with
Coordination & fluency	Total and retainings		18 - Crusts & Crumbs	and without equipment to	`' '
			28 - River Ball		
Responsibility &	Identify and challenge my own		28 - River Ball adaptations	Responsibility & Leadership	
Leadership	learning needs.		BMT - Spots & Dots sequencing	Adopts a variety of roles th	
	J		Mario Game	outcomes	
Decision making			9 - Hands 1		
			Passing & Possession grid games	Decision making	
			27 - Possession Ball	Makes decisions when presented with two or three different options and can explain why	