Class: Teacher: Date:

Experience & Outcome	Learning Intentions Suggestions	Success Criteria Suggestions	Learner Experience Invasion Games	Assessment Say, write, make & do	Evaluation
Cooperation and competition While working and learning with others, I improve my range of skills, demonstrate tactics and achieve identified goals. HWB 2-23a	play within an invasion game	remember to Pass a ball to my teammate move into an appropriate space to receive a pass Recognise where to move to next Show an understanding of the principle of attack play Show an understanding of the principles of defence play	Ability to accelerate v speed Changing direction Various passes appropriate to the context Meet the ball. Show readiness. Balanced and in control, Development of attack & defence play Use of space, movement off ball, constant movement, awareness of others.	Sharing learning intentions Open Question Thumbs up — no hands Self-assessment Peer assessment 2 stars & wish Share the bigger picture Next steps Task observation Record of improvement - Problem Solving - Frous & Concentration - Constitute & Asserted - Problem Solving - Constitute & Asserted - Proposition & Asserted - Proposi	
Key Skills and Attributes Coordination & fluency Respect & Tolerance Decision making	To develop a variety of simple tactics To understand rules and why they are used Accept and respect a variety of roles and relationships	I can play different roles in a small game Player - positions Take the opportunity to lead an appropriate warm up for our game.	Movement and positional play with increasing control and fluency Roles and responsibilities support play Small sided games Connections Cards: 9-11, 66, 67, 56, 57, 16, 54, 53, 61,	Coordination & fluency Performs a sequence of movements with a clear beginning, middle and end, with increasing fluency e.g., pass & move Respect & Tolerance Enhances individual and group enjoyment ophysical activity through fair play	
	Identify and challenge my own learning needs.		BMT Examples Examples from East Renfrewshire resource Lead team warm up as appropriate, referee, score, coach, captain etc.	Decision making Recognises a range of clu prioritise those that need t first	