

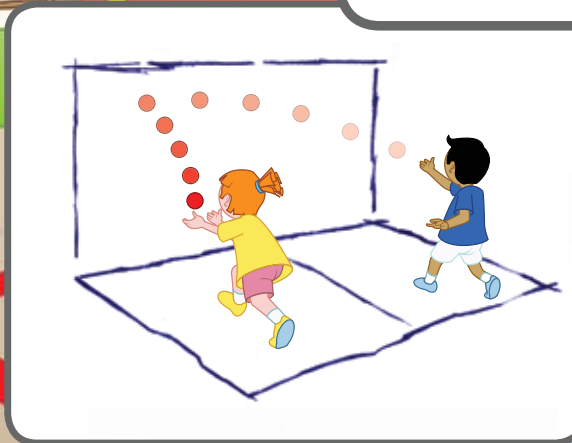
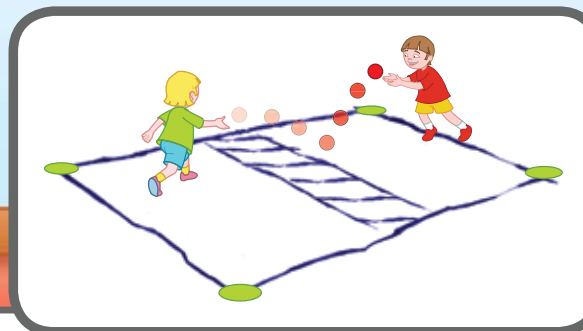
As they become more skilful

Me to You to Me

Let's 'Play to Learn'

Encourage the children to explore:

- Working as a pair to send and receive a ball over the gap/net with each child remaining in their 'side/half' of the 'garden'
- Working as a pair: 'A' sends a ball against a wall for 'B' to receive. 'B' sends it to the wall again and 'A' receives it
- Cooperating initially and then competing against one another to score points. Children decide how points are won, who starts, how the object must be sent and received, how many bounces are allowed (if any), how many points they need to win or against the clock or a certain number of rallies, etc.



Resources

- Throw-down markers/chalk markings
- Variety of balls, including 'Fit' balls and balloons
- Variety of bats, items to push/steer with
- 'Garden' shared by two children divided in half and separated by a gap/'no play zone' or net: my 'side/half' and your 'side/half'

Questions

- How easy is it to play using a balloon?
- What rules did you make up about who starts with the ball?
- How did you decide how big to make your gap/net or 'garden'?
- What do you need to do to outwit your partner?

Key words

- control, coordination
- roll, underarm throw, kick, overarm throw, catch, trap, two-handed throw, bounce, dribbling with hands, dribbling with feet, striking an object with hands or bat
- rebound, angles
- points, compete, rally, spatial awareness

Opportunities to:

- develop skills with improving coordination and control
- work safely with others when using equipment
- talk about what they have done
- make simple suggestions about how to improve performance

Safety & organisation

Ensure:

- the surface is clean and free from obstructions
- children work in 'gardens' with large run of areas between each 'garden'

Can you see the child?

- Developing skills with improving coordination and control
- Working safely with others when using equipment
 - Talking about what they have done
- Making simple suggestions about how to improve performance

sometimes

most of the time

Encourage the child to:

- practise each aspect before playing a game
- cooperate with a partner until they gain more confidence
- play with a small gap or low net
- defend a small 'garden'
- refer to 'word walls'/key words and discuss with a more able child or a practitioner first before providing feedback

Encourage the child to:

- play in the same area when using a wall, i.e. the game of squash
- use bats with a smaller surface area
- play with large gap or high net
- defend a large area
- watch each other's performances and say what is good about it and what could be better; begin to use key words. Use this understanding to plan how to improve their skills

Rich opportunities

- PSD, WB&CD: Role models/hero figures, concept of fair play, understanding of rules and why they are necessary
- MD: create playing area using measuring equipment and knowledge of 2D shapes