

Brough Primary School – Curriculum Intention Plan 2021 - 2022



Subject: PE Year Group: 1/2 Year B		Area of learning: Throwing and catching (field games)
Links to previous work/Remember when	Throwing and catching from Year 1.	
Term	Year B	Key Skills to be taught
Summer 2022 What the children should know at the end of this series of lessons		<p>Know how to throw a ball underarm with accuracy.</p> <p>Practise catching skills.</p> <p>Know the correct technique for striking a ball from a tee.</p> <p>Know the best technique for catching.</p> <p>Explore catching different balls.</p> <p>Know the overarm throw technique and when to use it.</p> <p>Aim for accurate throwing and consistent catching and striking.</p> <p>To know the tactics and skills to use in order to win a game.</p>

Vocabulary

Underarm, bounce, sideways, cushion, overarm throw, circuit, Kwik Cricket.

Sequence of learning	Objectives and suggested details provided by subject leader.
1	<p>To learn skills for playing striking and fielding games.</p> <p>Warm-up: Beans game Ask the children to jog when they hear 'runner beans', jump when they hear 'jumping beans', wobble on the spot when they hear 'jelly beans' and freeze when they hear 'frozen beans'.</p> <p>Skills learning and development: Recap on prior learning. In pairs, the children throw and catch a ball to each other at close range. The children model good technique. Remind them of the correct position, with their hands out ready to catch. Place a line of cones in the working area. The children start close together on each side of the line and throw and catch the ball over the line ten times. Ask: How do we make sure the ball goes where we want it to? (By following through, by pointing our hand where we want the ball to go, and by keeping the body straight without twisting). When the children have managed ten continuous throws and catches, they take two large steps back. The ball must bounce over the cones. The aim is for one</p>

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	<p>bounce but, if the children need to, they can catch the ball after more bounces. Ask: When would we use an underarm throw? (When bowling and close fielding.) The pairs join another pair and throw the ball to each person on the opposite side of the cones. They are the target. They can move, so the thrower must look to see where they are.</p> <p>Application and practice: Teams of four play another team. Mark out a pitch with two wide goals at each end. Players roll and throw the ball to each other and score by rolling the ball through the opposition's goal. They cannot run when they have the ball but they can turn (pivot). There should be no bodily contact but the ball can be intercepted. Feet cannot be used to roll or take the ball. Only one person can go in the goal at once.</p>
2	<p>Warm-up: Mark out four lines or areas within the playing area. Choose four words from your topic (e.g. starfish, crab, whale, turtle e.g.) and assign each word to one of the areas. As each word is called out, the children run to the line or area that corresponds with the word. Repeat, changing the activities (e.g. side steps, skipping, heel flicks, hopping).</p> <p>Skills learning and development: In pairs, the children practise striking the ball off the tee with a bat – one strikes while the other fields. They have five turns each, then swap over. Allow the children to choose their equipment – they may need guidance. Ensure all the strikers are striking in the same direction. When the children are ready, they can progress to underarm bowl and strike – the ball may need to bounce more than once before striking. The children should swap roles after five strikes. Discuss the best technique (e.g. sideways stance, bringing the bat back, striking and following through). The children repeat the activity, varying their stance: hit with a wide stance, hit with feet together, hit with one foot in front of the other, and stand on one leg. Which is the most comfortable and balanced position? The pairs join up with another pair. Two of the group hold each end of a skipping rope taut at waist height and the striker tries to hit the ball over the rope from the bowler's underarm bowl. Change roles after five strikes and take it in turn to bowl but, if necessary, strike from a tee and the bowler fields instead.</p> <p>Application and practice: Kwik cricket game – divide the children into three teams. A bowler throws underarm towards the batter, aiming to hit the stumps. The batter must run whether or not they hit the ball. Each player can bowl and has one 'over' of six bowls each. Every batter keeps their own score. The fielders focus on good sending skills when they throw the ball back to the bowler, in order for them to get the batter out.</p>
3	<p>Warm-up: Chain tag Appoint two children as catchers; their aim is to catch others by tagging them. When caught, the children join hands and carry on catching as a pair until they have a chain of four. They then break off into pairs and start again.</p> <p>Skills learning and development: Recap on prior learning from Year 1. Each child chooses a ball and throws and catches it to themselves. Remind them to cushion the ball with their hands as they catch. They throw and catch the ball while moving around, letting the ball bounce before catching it as well as</p>

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	<p>catching it in the air. When the children hear 'Hot potato!', they pass the ball from hand to hand. At 'Swap!', they change balls with someone else, and at 'Round', they pass the ball around their body. Organise the children into teams of three. Mark the middle of the playing area with cones across the whole pitch in an area about 2 m wide. Three children stand on one side and three stand on the other. The teams throw the ball over the middle area and the opposition has to catch it. The ball can only bounce once. If the ball bounces more than once, the throwing team scores a point. Encourage the children to move, in order to catch the ball before it bounces more than once.</p> <p>Application and practice: Kwik cricket game – divide the children into three teams. A bowler throws underarm towards the batter, aiming to hit the stumps. The batter must run, whether or not they hit the ball. Each player can bowl and has one 'over' of six bowls each. Every batter keeps their own score. The fielders focus on good sending skills when they throw the ball back to the bowler, in order for them to get the batter out.</p>
4	<p>Warm-up: When they hear '1', the children run forwards. At '2' they are starfish and do star jumps. At '3' they do crab side steps. At '4' they are whales and jump up in the air.</p> <p>Skills learning and development: In pairs, the children recap on their prior learning by throwing and catching while standing opposite each other. Use cones to mark out three zones of suitable distance: Bronze (closest), Silver (further away) and Gold (furthest). The children start on a line facing the zones and aim to throw a suitable ball in each zone. Ask them what techniques they used to get the ball into each zone. Ask a child to model an overarm throw. Discuss the best technique (e.g. bring the throwing arm back and release the ball high and to the front with a fast arm). The children repeat the zone activity, aiming to get the ball as far as possible using an overarm throw. Organise the children into teams of four. They face another team on opposite sides of a line, with a large, light ball in the middle. Each child throws a beanbag in order to move the ball into the opposition's area. They score one point for every time they hit the ball. Tell them to wait until everyone has thrown before they go to collect their beanbags.</p> <p>Application and practice: Four-ball rounders Mark out one or two pitches, depending on class size. Divide the class into equal teams. Each game needs to have a large bin or hoop near to the bowler and four different balls that the children can strike with their hand. The bowler bowls all four balls to the striker, one after another. The striker tries to hit the balls with any part of their body (e.g. with their hand or head, or they can kick it). When the last ball is bowled, the striker aims to run around all four bases and back to where they started ('home') without stopping. They score one rounder if they get around before the fielders have collected the four balls and put them in the hoop or bin and shouted 'Stop!'. If the fielders get all four balls back before the striker gets home, the striker does not score. Fielders cannot move to collect the balls until the last ball has been hit.</p>
5	<p>Warm-up:</p>

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	<p>Traffic light game Ask the children to run around the room. Hold up different coloured cones for them to respond to. Green means jog. Yellow means star jumps. Red means stop. When the children can do all three, change the movements to side steps, galloping and hopping.</p> <p>Skills learning and development: Set up stations for the children to complete in turn. Station 1 – Hoops Set out three hoops in a line. The children throw beanbags into the target hoops. They get one point for reaching the first hoop, two points for reaching the second hoop and three points for reaching the third hoop. Station 2 – Striking from a tee Mark out three zones, each further away than the last. The children strike the ball into the zones. They get one point for reaching the first zone, two points for reaching the second zone and three points for reaching the third zone. They have three strikes. After they have collected the ball, the next child has a go. Station 3 – Throwing and catching Mark out a zigzag line, perhaps with skipping ropes. The team stands at equal distances along the line and throw the ball to each other. They score one point each time they get the ball to the end of the line. Station 4 – Target on a wall or fence Mark out or use a target of three rings inside each other. The children score points by throwing a ball or beanbag overarm at the target. They get one point if they hit the outer ring, two points for hitting the middle ring and three points for hitting the inner ring. Station 5 – Stumps Place three sets of stumps, each further away than the last. The children throw a ball or beanbag at the stumps. They get one point if they hit the nearest, two points if they hit the second and three points if they hit the stumps that are furthest away.</p> <p>Application and practice: Working in even teams, the children aim to score as many team points as possible. Each child keeps their own score – help them to total the team scores on the whiteboard to find out which team has won.</p>
6	<p>Warm-up: The children can choose their favourite warm-up from this unit.</p> <p>Skills learning and development: The children will play in a conditioned cricket tournament: Divide the class into even teams, possibly five versus five on each of three pitches, if there are 30 children. Identify the roles of striker, bowler and fielders. The bowler throws the ball towards the striker, aiming to hit the stumps. The striker must try to hit the ball then choose which way to run around the cones, which are to the left and right of them, and then back to their starting place. They must run, whether or not they hit the ball. They score one run for each time they get back to the stumps. The fielders get the ball back to the bowler. The bowler can bowl as soon as they have the ball. The striker is out if the ball is caught and if the bowler hits the stumps when the striker is running. Change the bowler after every six balls (an over).</p> <p>Application and practice: Play the tournament, keeping score and encouraging the children to use all the skills learned so far. Play a timed innings and then change over.</p>

Learning Outcome/product	

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Assessment records	List only those children who have not achieved the expected outcomes.

Assessment records	List only those children who have exceeded the expected outcomes.
	<p>Know how to throw a ball underarm with accuracy.</p> <p>Practise catching skills.</p> <p>Know the correct technique for striking a ball from a tee.</p> <p>Know the best technique for catching.</p> <p>Explore catching different balls.</p> <p>Know the overarm throw technique and when to use it.</p> <p>Aim for accurate throwing and consistent catching and striking.</p> <p>To know the tactics and skills to use in order to win a game.</p>

End of unit assessment question