

## INVASION GAMES YEAR 3 MINIMUM EXPECTED STANDARDS

### 1 FOCUS ON:- BALL SKILLS — PASSING AND RECEIVING

**Most children will be able to:-**

- (a) accurately pass and receive a range of balls in different ways with hands (e.g. chest pass, bounce pass, shoulder pass).
- (b) demonstrate control when dribbling, passing and receiving with feet.
- (c) signal for the ball and pass and receive in sequential order (1 - 2 - 3 - 4 - 1 etc.)
- (d) pass and receive on the move and signal for the ball to retain possession and show progression down the pitch.
- (e) explain why their team succeeded in these activities.
- (f) play with confidence in various small game formations (e.g.2v1,3v1,3v2,2v2,3v3etc.)

### 2 FOCUS ON:- CREATIVE GAMES MAKING.

**Most children will be able to:-**

- (a) demonstrate previously learned skills in independently constructed group games.
- (b) work co-operatively and creatively in a group of specified numbers to achieve a given objective using a limited choice of equipment.
- (c) plan and adjust rules and strategies to make the game fairer, safer and more challenging.
- (d) describe the format and intention of the game and explain why particular rules have been made.
- (e) watch other games and recognise where they could be improved.
- (f) know how to use space in games.

APPROXIMATELY 8 - 12 HOURS OF ACTIVITY TIME WILL ENABLE MOST CHILDREN TO REACH THESE MINIMUM STANDARDS

## INVASION GAMES YEAR 4 MINIMUM EXPECTED STANDARDS

### 1 FOCUS ON:- INVASION GAMES

**Most children will be able to:-**

- (a) play confidently in small sided invasion games using various formations (E.G. 3 V 1, 3 V 2, 3 V 3, 4 V 4)
- (b) use a range of techniques to pass and travel with the ball (e.g. travel by carrying, bouncing, dribbling etc.)
- (c) use a range of tactics to keep possession of the ball and get into position to shoot or score.
- (d) understand how to dodge, mark, signal for the ball and intercept.
- (e) play within the rules.
- (f) recognise aspects that need improving.

### 2 FOCUS ON:- PROBLEM SOLVING AND INVENTING GAMES

**Most children will be able to:-**

- (a) negotiate, plan and make collective decisions on the nature, shape and construction of the game.
- (b) select and use skills and tactics appropriate for the type of game.
- (c) understand and transfer principles of play from known games to use in their own game.
- (d) make up rules and be prepared to modify them to make the game more challenging.
- (e) adapt rules in agreement with others'.
- (f) work co-operatively in groups of varying sizes (e.g. 6 and 8) to organise and keep their games going.