

Portfields Primary School Medium Term Plan

Phase – Y6

Subject - PE

Topic – Tag Rugby (invasion games) Term – Sum 1

National Curriculum	Prior Knowledge / Skills	Key Questions	Assessment Statements	Key Vocabulary	
Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success. Pupils should be taught to: 1) use running, jumping, throwing and catching in isolation and in combination 2) play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending 3) compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Able to combine basic skills such as dribbling and passing Select and apply skills in game situation with some consistency Know and apply the rules consistently in a game situations Move balls over longer distances accurately, demonstrating power Play in different positions with some success Explain the need for different tactics and attempt these in a game situation Work collaboratively with others in the field to restrict runs Throw with accuracy and consistency over short distances		Choose and implement a range of strategies to attack and defend Use a variety of techniques for passing, controlling, dribbling and shooting the ball in games Work collaboratively in a team to play and keep possession of the ball Suggest, plan and lead a warm up or drill Play in a variety of positions (attacking and defensive) Make quicker decisions in games (on and off the ball. Demonstrate control and consistency in a range of skills, e.g. throwing, catching, tracking, intercepting Work collaboratively in teams to compete against themselves and others Apply with consistency standard rules of (modified) games	Technical Vocabulary	STEP Principles Space (where i Level – Distance, ambulant activitia Area – more space and mobility level Length or height Zoned playing an Smaller/larger ta Moving target clo Make an area exc possible Task (what is H Easier – simplify Rotate roles / all Adapt rules for p for certain player Try different targ Count distance h Equipment (wh Vary size, weight add/remove obst Balls: •lighter travel slo •larger are easie •softer/ slightly o •Certain colours Bats: •Larger it is easie •Lighter easier to •Glove or attached Different/same ro Own space, big s Total number of numbers number

Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
Flashback Four (know / show)					
Last Lesson NA	Last Lesson				
Last Topic					



Possible adaptions

es

e is the activity happening):

- e, floor level based games have different requirements to ities
- ace gives more reaction time, less space demands higher skill vels eg dodging, marking is easier in restricted space nt of a barrier
- areas
- target areas
- closer / further away
- exclusive to one player to give as much thinking time as

happening):

- y the rules, harder introduce more rules
- allocate specific roles eg shooter
- players eg allow more time with the ball, scores count double ers
- ays of playing seated, standing, lying
- argets
- hit rather than runs

vhat is being used):

- ht, colour, texture, shape, environment, playing surface, stacles
- slower in the air
- ier to see
- deflated are easier to catch, travel slower on the floor s are easier for people with visual impairment
- sier to hit the ball with a larger surface area to manipulate
- hed bat enables player with little grip to participate

is involved):

endently, in pairs, in groups, in teams, with friends roles. Similar/different size, similar/different ability space, small space, restricted space, open space f people is reduced, number of people on one side out er on other

Learning Objective LO: To travel at speed with the ball.	Learning Objective LO: To dodge and fake passes when running with the ball.	Learning Objective LO: To catch the ball whilst under pressure.	Learning Objective LO: To watch and evaluate the professional game.	Learning Objective LO: To decide on ways to attack when playing games.	Learning Objective LO: To decide on the best ways to defend in games.
Success Criteria Star Knowledge	Success Criteria	Success Criteria	Success Criteria	Success Criteria	Success Criteria
	Star Knowledge	Star Knowledge	<u>Star Knowledge</u>	Star Knowledge	Star Knowledge