



PE Topic: Invasion Games

Year: 3 **Term:** Autumn 1

Key Knowledge/Content:

- To apply and develop a broader range of skills.
- To learn how to use them in different ways and to link them to make actions and sequences of movement.
- To communicate and collaborate with each other.
- To develop an understanding of how to improve and learn how to evaluate and recognise their own success.
- To use running, jumping, throwing and catching in isolation and in combination.

Links to:

Prior learning:

To improve the way they coordinate and control their bodies and a range of equipment.

Future learning:

To pass, receive and move with the ball within a game of football.

Key vocabulary with definition:

Prior vocabulary:

- Tracking a ball – Watching so you know where it is.
- Overarm throw – Throwing the ball with your arm above your head.
- Own space – Finding a space so you're not too close to others.
- Opposite – The team you're playing and trying to beat.
- Team – A group of people working together.
- Speed – How slow or fast something moves.
- Direction – Where something is going.
- Passing – Moving the ball to someone else.

New vocabulary:

- Scoring goals – To get the ball to a target.
- Making space – Creating space within a game.
- Receiving – Catching the ball.
- Goals – When a team scores.
- Rules – To ensure games are played fairly and safely.
- Target – Where you're trying to get the ball.
- Net – Used to score.
- Defending – Trying to stop the opposition from scoring.

By the end of this unit

All children can: use space in games.

Most children can: work as a team, support team mates and make it hard for the opposition.

Some children can: pass and receive the ball with control, keep possession and score goals.

Background understanding for teachers and parents:

This half term is Invasion Games, with a focus on throwing and catching. The children will learn how to throw in different ways as well as how to catch successfully. They will be able to practise these skills in pairs and in small groups and apply to games such as basketball.

Curriculum Driver (one):

Communication

Evidence outcome:

To work as part of a team, helping and supporting each other. Use communication skills within games and to evaluate performances, using key vocabulary.