



PE Topic: Striking and Fielding

Year: 5 Term: Summer 2

Key Knowledge/Content:

- To continue to apply and develop a broader range of skills, learning how to use them in different ways.
- To use running, jumping, throwing and catching in isolation and in combination.
- To play competitive games and apply basic principles suitable for attacking and defending.

Links to:

Prior learning:

To understand the importance of creating space and communicating with each other.

Future learning:

To play games that improve their batting, bowling and fielding skills.

Key vocabulary with definition:

Prior vocabulary:

- Passing – Moving the ball from one person to another.
- Receiving – Catching the ball.
- Make use of space – Spreading out to give your team as much chance as possible of getting the ball.
- Rules – To ensure the game is played fairly and safely.
- Points – When a team scores, they earn points.
- Stance – Position of body.

New vocabulary:

- Runs – A unit of scoring.
- Batting – The team who are trying to score.
- Fielding – The team who are trying to catch the others out.
- Bowler – A player who throws the ball to the person batting.
- Over – A bowler has 6 bowls called one 'over'. Then another bowler bowls an 'over'.
- Wicket – The three stumps that are stuck in the ground.
- Stumps – The vertical posts which support two smaller sticks on top, called bails.
- Pitch – The area in which the game is played.
- Boundary – The edge of the pitch.
- Innings – One of the divisions of a cricket match.

By the end of this unit

All children can: develop control and direction when batting.

Most children can: improve accuracy in overarm bowling.

Some children can: consider how their performance could be improved.

Background understanding for teachers and parents:

This half term is Striking and Fielding, with a focus on cricket. The children will have the opportunity to take part in a variety of activities and games to develop their skills.

Curriculum Driver (one):

Communication

Evidence outcome:

To communicate with each other during games, and to discuss and evaluate their own and others' performances using key vocabulary.