

MOVING EDSTART

EYFS - Story Book Sports Unit of Work

Pupils will be taught...

Overall Learning Outcomes

Children can:

- **Dress with help** (E.g. puts arms into open-fronted coat or shirt when help up, pulls up own trousers, and pulls up zipper once it is fastened at the bottom)
- **Dribble the ball with their feet, keeping it under control**
- **Dribble the ball with their hands in a stationary position**
- **Use their bodies to protect the ball against the defender**
- **Dodge a defender using a variety of different techniques**
- **Know what technique is needed depending on the game and/or ball**
- **Dodge and avoid players on the opposite teams**
- **Understand basic rules of games and can follow them**
- **Observe the effects of activity on their bodies**

Learning Objective

Learning Outcomes

1 Gruffalo

To use different ways of travelling

Children can:

- Travel using – running, hopping, skipping, jumping, sidestepping
- Use imaginative ways of moving – using animals
- Travel at different heights – tall, small, wide, thin
- Successfully know what a space is and how to find one

2 Room on the Broom

To change direction quickly whilst using the fundamental movement skills

Children can:

- Take turns when playing
- Move safely when using equipment
- Move imaginatively
- Move at different speeds
- Develop agility, speed and coordination

3 Going on a Bear Hunt

To move around the area changing directions and avoiding obstacles

Children can:

- Move freely avoiding different obstacles
- Move imaginatively using fundamental movement skills
- Negotiate the space when moving
- Copy different actions successfully

4 Little Blue Truck

To develop different balancing skills using equipment and body

Children can:

- Use balancing equipment and move around with increasing success
- Follow basic instructions and remember different instructions
- Move freely whilst balancing equipment on different body parts

5 The Snail and the Whale

To explore different ways of rolling and to look at different balancing techniques

Children can:

- Balance on different body parts
- Roll using different shapes – tall, small
- Move freely using different fundamental movement styles

6 The Dinosaur that Pooed a Planet

To use 'big' and 'little' kicks with increasing control

Children can:

- Control the ball when moving around
- Have a degree of accuracy when kicking a ball
- Negotiate space when moving with a ball

Nursery & Reception

Assessment Mark

Requirements

Working Towards

- Retain key information
- Use fundamental movements (Jog, jump, hop, balance, skip, side to side, change of direction)
- Skip, hop, stand on one leg and hold a pose for a game like musical statues
- Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm

On Target

- Revise and refine the fundamental movement skills they have already acquired: Rolling, crawling, walking, jumping, running, hopping, skipping, climbing
- Can listen to and follow commands
- Can utilise space, avoiding other pupils and equipment
- Combine different movements with ease and fluency
- Progress towards a more fluent style of moving, with developing control and grace
- Develop the overall body strength, coordination, balance and agility needed to engage successfully with future physical education sessions and other physical disciplines

Above Target

- Negotiate space and obstacles safely, with consideration for themselves and others
- Demonstrate strength, balance and coordination when playing
- Can adapt changes in direction and speed in varied situations
- Further develop and refine a range of ball skills including: Throwing, catching, kicking, passing, and aiming
- Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball

To be **ON TARGET**, pupils must achieve all bullet points from **WORKING TOWARDS** and at least 3 bullet points from **ON TARGET**.

To be working **ABOVE TARGET**, pupils must achieve all points from **WORKING TOWARDS** and **ON TARGET** as well as at least 3 bullet points from **ABOVE TARGET**.