

PLAYING EDSTART

Year 4 - Development of Wellbeing through PE Unit of Work

Pupils will be taught...

Overall Learning Outcomes (Endpoints)

Children can:

- **take turns fairly and play cooperatively with others.**
- **include everyone in activities and make sure no one is left out.**
- **support a partner through trust, encouragement, and patience.**
- **follow rules to keep games safe, fair, and enjoyable.**
- **work together to solve problems and handle disagreements kindly.**
- **celebrate effort, teamwork, and enjoyment as much as success.**

Learning Objective

Learning Outcomes

1 To be able to take turns and play fairly.

Children can:

- Take turns fairly by waiting patiently and respecting others.
- Listen to rules carefully and follow them throughout activities.
- Share equipment kindly by taking care and including everyone.

2 To be able to include everyone when playing.

Children can:

- Play with others without falling out by using kind words and solving problems calmly.
- Include everyone in my group so all children feel welcome and involved.
- Cheer when friends do well to show support, kindness, and team spirit.

3 To be able to support a partner kindly.

Children can:

- Support a partner kindly by helping, encouraging, and sharing ideas.
- Ask someone to join in with me to make sure everyone feels included.
- Show kindness when playing games by using gentle words and positive actions.

4 To be able to listen carefully and follow rules.

Children can:

- Listen carefully to others during play and activities.
- Follow rules so the game is fair and enjoyable for everyone.
- Respect the referee or leader by listening, cooperating, and showing good sportsmanship.

5 To be able to solve small problems without falling out.

Children can:

- Solve small problems without arguing by staying calm and thinking carefully together.
- Help my team when things go wrong by offering support and positive encouragement.
- Keep playing kindly even when I feel upset, showing control and respect for others.

6 To be able to explain why playing together feels good.

Children can:

- Explain why playing together feels good by noticing how teamwork helps everyone enjoy the game.
- Celebrate my friends' effort by cheering kindly and recognising when they try their best.
- Enjoy being part of a team by joining in, sharing success, and having fun together.

Assessment Mark

Requirements

Working Towards

- Work on taking turns and waiting patiently, even when it feels difficult at times.
- Try to include others and involve everyone by using reminders and practising kindness together.
- Learn to follow rules in games with support, helping the activity stay fair and fun.
- Practise encouraging and supporting teammates, developing confidence in being positive and helpful.

On Target

- Take turns fairly with reminders and gentle support.
- Include others in simple group activities to help everyone join in.
- Follow basic rules most of the time to keep games fair.
- Encourage partners or teammates with simple words or actions to show kindness.

Above Target

- Take turns confidently and help others to do the same during games.
- Make sure everyone is included and enjoys the game together.
- Follow rules consistently and play fairly to keep the game fun.
- Actively encourage and celebrate teammates' efforts with kind, positive words.

Excelling

- Lead by example, modelling fair play and patient behaviour for others.
- Go out of their way to include others and make them feel valued.
- Understand and explain why rules are important for fairness and safety.
- Inspire the group with encouragement, kindness, and strong teamwork.

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**.

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