

# PLAYING

# EDSTART

## EYFS - Intro to Games

### Unit of Work - Nursery

Pupils will be taught...

### Overall Learning Outcomes (Endpoints)

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#### Children can:

- roll, throw, kick, catch and stop equipment with increasing control and confidence.
- aim equipment towards targets using hands or feet with growing accuracy.
- move safely with and without equipment whilst changing speed and direction.
- choose appropriate object control skills to complete different games and challenges.
- stop and control moving equipment safely during activities.
- apply a range of object control skills during simple games and stations.
- work cooperatively with others by sharing equipment, taking turns and following simple rules.
- talk about the skills they have practised and show confidence when taking part in games and challenges.

### Objective 1/6 - To be able to roll and stop equipment using control during simple games.

Children can:

- roll equipment with control.
- stop equipment safely.
- aim towards targets.
- work safely with others.

Names of children who have excelled in the objective and show a greater depth of understanding	Names of children working below (Include notes on why)	Any other notes (Stars of the Week, Future Learning, etc.)

### Objective 2/6 - To be able to throw underarm towards a target during simple games.

Children can:

- throw underarm safely.
- aim towards a target.
- collect equipment safely.
- play simple games

Names of children who have excelled in the objective and show a greater depth of understanding	Names of children working below (Include notes on why)	Any other notes (Stars of the Week, Future Learning, etc.)

**Objective 3/6 - To be able to kick a ball with control during games and challenges.**

Children can:

- kick a ball safely.
- stop a moving ball.
- aim with their feet.
- move around safely.

Names of children who have excelled in the objective and show a greater depth of understanding	Names of children working below (Include notes on why)	Any other notes (Stars of the Week, Future Learning, etc.)

**Objective 4/6 - To be able to throw and kick towards targets during games.**

Children can:

- choose how to move equipment.
- aim towards targets.
- throw and kick safely.
- work cooperatively.

Names of children who have excelled in the objective and show a greater depth of understanding	Names of children working below (Include notes on why)	Any other notes (Stars of the Week, Future Learning, etc.)

**Objective 5/6 - To be able to throw, catch, and stop equipment during games.**

Children can:

- catch using two hands.
- stop moving equipment.
- throw accurately.
- play safely in games.

Names of children who have excelled in the objective and show a greater depth of understanding	Names of children working below (Include notes on why)	Any other notes (Stars of the Week, Future Learning, etc.)

**Objective 6/6 - To be able to use different skills during small games..**

Children can:

- use different ball skills.
- follow simple game rules.
- move safely around others.
- work as part of a team.

Names of children who have excelled in the objective and show a greater depth of understanding	Names of children working below (Include notes on why)	Any other notes (Stars of the Week, Future Learning, etc.)

**Assessment Mark      Requirements**

**Working  
Towards**

- Can join in with rolling, throwing, kicking and catching activities with support.
- Beginning to control equipment but movements may be inconsistent.
- Attempts to aim towards targets and stop equipment with some success.
- Needs reminders to use space safely, follow rules and work with others.

**On Target**

- Can roll, throw, kick, catch and stop equipment with control in simple activities and games.
- Can aim towards targets with increasing accuracy using hands or feet.
- Can apply different object control skills safely during challenges and small games.
- Follows instructions, takes turns and works positively with others during activities.

**Above  
Target**

- Can perform a range of object control skills with good coordination, control and consistency.
- Can adapt strength, speed and direction to suit different games and targets.
- Can confidently apply throwing, rolling, kicking and catching skills across a variety of activities.
- Shows confidence, resilience and strong teamwork whilst encouraging others.

**Excelling**

- Can combine object control skills fluently and independently during games and challenges.
- Can select and use the most appropriate skill for different tasks with excellent control and accuracy.
- Can demonstrate strong coordination, spatial awareness and decision-making during activities.
- Leads by example through teamwork, encouragement, confidence and reflection on learning.

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**.