

PLAYING

EDSTART

EYFS - FMS Object Control

Unit of Work - Nursery

Pupils will be taught...

Overall Learning Outcomes (Endpoints)

Children can:

- **move safely into space whilst showing awareness of others, equipment and boundaries.**
- **control a range of equipment using rolling, bouncing, dribbling, throwing and catching skills.**
- **move with equipment using hands or feet whilst changing speed and direction with control.**
- **aim equipment towards targets with increasing accuracy and control.**
- **apply object control skills during simple games, challenges and stations.**
- **stop, start and change direction safely whilst moving with or without equipment.**
- **work cooperatively with others by taking turns, sharing equipment and following simple rules.**
- **talk about the skills they have practised and show confidence when taking part in games and challenges.**

Learning Objective

Learning Outcomes

1 To be able to move into space, dodge others, and control equipment safely.

Children can:

- move safely into spaces.
- dodge others whilst moving.
- control equipment safely.
- follow simple game rules.

2 To be able to bounce and control a ball using hands.

Children can:

- bounce a ball safely.
- use one hand to control a ball.
- stop and start whilst moving.
- keep the ball close.

3 To be able to dribble and control a ball using feet.

Children can:

- dribble with control.
- stop the ball safely.
- change direction.
- move around others safely.

4 To be able to move with a ball using different control skills.

Children can:

- move with equipment safely.
- choose different control skills.
- move around obstacles.
- play simple games fairly.

5 To be able to play small games using rolling, throwing, and catching skills.

Children can:

- throw and catch safely.
- roll equipment with control.
- follow game rules.
- work with others.

6 To be able to take part in small games using object control skills.

Children can:

- play simple games.
- use rolling, throwing, and dribbling skills.
- move safely around others.
- follow simple rules.

Assessment Mark Requirements

**Working
Towards**

- Can join in with object control activities with support and encouragement.
- Beginning to roll, bounce, throw, catch or dribble equipment with some control.
- Attempts to move safely with equipment but may need reminders about space and control.
- Needs support to follow rules, share equipment and work with others.

On Target

- Can roll, bounce, dribble, throw and catch equipment with growing control and confidence.
- Can move safely with equipment whilst changing direction and stopping under control.
- Can aim towards targets and take part in simple games using a range of object control skills.
- Follows instructions, works well with others and plays fairly during activities.

**Above
Target**

- Can perform a range of object control skills with good coordination, accuracy and control.
- Can adapt movement, direction and speed whilst keeping control of equipment during challenges and games.
- Can apply different ball skills confidently across a variety of activities and small-sided games.
- Shows resilience, confidence and teamwork whilst supporting and encouraging others.

Excelling

- Can combine rolling, bouncing, dribbling, throwing and catching skills fluently and independently during games.
- Can move with excellent control, coordination and awareness of space whilst using equipment.
- Can confidently select and apply the most appropriate skill for different challenges and game situations.
- 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**.