

Games Skills

- Different skills for throwing and catching
- Developing agility and co-ordination,
- Begin to apply these in a range of activities
- Participate in team games, developing simple tactics for attacking and defending

	I can statements	Mastery
By the end of Reception	I can negotiate space when moving in a variety of ways to avoid collisions with objects or others	
	I can accurately throw a ball at a target or another person	
	I can catch an object when it is thrown towards me	
	I can kick a ball towards a target or pass to another person with confidence	
	ELG Demonstrates strength, balance and co-ordination when playing	
	ELG Moves energetically, such as running, jumping, dancing, hopping, skipping and climbing	
	ELG Is able to negotiate space and obstacles safely, with consideration for themselves and others	
Stage 1	I can throw a piece of equipment accurately at a target Underarm Overarm Bounce pass	
	When throwing, I can aim at a target e.g. hoop, bucket	
	I can catch a range of equipment with two hands	
	I can bounce a large ball with One hand Two hands	
	I can travel with a ball	Different/change of direction
	I can kick a ball at a target or to another person	
	I can apply skills to a simple game	
	I can follow rules	
	I can catch a range of equipment with 2 hands	
	I can use a racket safely	
	I can aim a ball at a target	
	I can keep a ball under control	
Stage 2	I can throw a range of equipment accurately Underarm Overarm Bounce pass Chest pass Pull throw (javelin)	Size of equipment Distance Speed Direction
	When throwing, I can aim with accuracy at a target	Increase distance Decrease size of the target

	I can catch a ball consistently with two hands I can catch a ball consistently with one hand I can focus and show anticipation before catching	Increased distance, speed, size of ball
	I can bounce a ball accurately with Two hands One hand Alternate hands	Travel when bouncing Travel in and out of equipment e.g. weave through cones Change directions
	I can travel with a ball at different speeds and in different directions	Including dribbling, bouncing and throwing Footwork
	I can kick a ball at a target or to another person accurately	Increased speed and distance Within a game situation When moving
	I can hit a ball with a range of bats	Hit a moving ball Varying size of balls and bats
	I can stay in a zone during a game	
	I can follow rules	
	I can decide where the best place to be is during a game	
	I can dodge objects that are in my way or coming towards me	
	I can apply tactics to a game	Attacking and defending