



Medium Term Unit Planning

Topic Name: - P.E (Attacking and Defending)

Learning outcome:

The children will increase their understanding of this fundamental movement knowledge by exploring how to chase, dodge and evade. They will also learn about how to consider others whilst playing.

Oracy:

Discussing tactics with partners, small groups and large groups. Sharing ideas for evasion and tactics with the rest of the class.

Key Vocabulary:

Attack, defend, movement, space, tactics, evade, dodge, catch.

Experiences/Visits/Visitors

Attack and Defending games covered through Direct Sports Coach (one session a week).

Main Subjects covered:

P.E

P.E Threshold concepts

*Develop practical skills in order to participate, compete and lead a healthy lifestyle.
This concept involves learning a range of physical movements and sporting techniques.*

Notes:

This scheme of work will be structured all around attacking and defending of smaller team games.



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Lesson title and learning Intention	Threshold concepts (success criteria)	Milestones (success criteria)	Lesson structure/differentiation
1. Mr Wolf – I can evade people while running.	This concept involves learning a range of physical movements and sporting techniques.	<p>Use the terms 'opponent' and 'team-mate'.</p> <p>Develop tactics.</p> <p>Lead others when appropriate.</p> <p>Use rolling, hitting, running, jumping, catching and kicking skills in combination.</p>	The game is set up with a long pitch (forest) with a safe zone (edge of forest) marked off with cones at one end. All the children (sheep) start at the forest's edge. The wolf stands at the opposite end of the pitch. The children call out, 'What's the time, Mr Wolf?' If the wolf says four o'clock, they move forward four steps. When the wolf says 'Lunchtime', the sheep have to return to the edge of the forest. Any sheep who are tagged, freeze and become wolves. When the wolf shouts 'Lunchtime', these wolves can also try to catch the sheep. The game is over when all the sheep are caught.
2. All Stars Tag - I can catch and evade people while running.	This concept involves learning a range of physical movements and sporting techniques.	<p>Use the terms 'opponent' and 'team-mate'.</p> <p>Develop tactics.</p> <p>Lead others when appropriate.</p> <p>Use rolling, hitting, running, jumping, catching and kicking skills in combination.</p>	Begin with a fast-paced warm up. Discuss the simple benefits of a warm up with the children. All Stars Tag is a game where everybody is on. The idea is to tag people. If you tag without them seeing, they need to sit down, people who tag at the same time must play rock, paper, scissors and the winner stays on. When 'All Stars Tag' is shouted,



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			everybody is back in the game. This can be played many times. Discuss strategies and ideas between each game and play one final game until you reach a winner at the end.
3. Shark Attack! - I can catch and evade people while running.	This concept involves learning a range of physical movements and sporting techniques.	Use the terms 'opponent' and 'team-mate'. Develop tactics. Lead others when appropriate. Use rolling, hitting, running, jumping, catching and kicking skills in combination.	Spread P.E hoops around the room. Explain to the children that these are safe islands to swim around. A small selection of children will be sharks. When 'Shark attack' is shouted, the sharks join the game to try and tag the fish. The fish (the rest of the class) must get to a safe island before being caught by a shark. If any fish are caught, they must join the sharks in the next round. As the rounds go by, take islands out of the game until there are not many left. The winner is the fish left at the end.