***Assessment breakdown and categories***

***Games KS1 Y1***

***Expectations***

Theo Sophie

Sophia C Cara

Thomas Nikodem

Aoife Terelle

Ben Joseph m

Max

Noah

Sophia J

Joanna

Elsie

Athansions

Jack

Lughaigh

Darcie

Joseph s

Rory

Sebastian

Genevieve

***Most Children will be able to:***

* *Use basic underarm, rolling and hitting skills*
* *Sometimes use overarm skills, intercept, retrieve and stop a beanbag and a medium sized ball with some consistency*
* *Sometimes catch a beanbag and a medium sized ball*
* *Track balls and other equipment sent to them, moving in line to collect the ball*
* *Throw, hit and kick a ball in a variety of ways*
* *depending on the needs of the game, choose different ways of hitting, throwing, striking or kicking the ball*
* *decide where to stand to make it difficult for their opponent*
* *describe what they and others are doing*
* *describe how their bodies feel during games*

Isaac

Daniel

Cohen

Barney

Lily

Jackie

***Some children will not have made so much progress. They will be able to:***

* *Use a small range of underarm throwing and rolling skills accurately*
* *Use a small range of collecting and receiving skills*
* *Show some awareness of others around the space*
* *Play simple versions of games*
* *With a partner or passive opponent: choose and use a small range of basic skills and ideas*
* *Recognise when their heartbeats faster or they get out of breath*
* *Describe some basic rules and ways to score*

***Some children will have progressed further. They will be able to:***

* *Track, intercept, stop and catch balls and beanbags consistently*
* *Move fluently – control their bodies and limbs well*
* *Show good awareness of space and the movements and actions taking place around them*
* *Make early decisions in games and in partner work*
* *Choose a range of skills that suit the needs of the game and outwit their opponents*
* *Show an understanding of why physical activity is fun and makes them feel good*
* *Describe simple tactics and skills they can use in games*