***Assessment breakdown and categories***

***Invasion Games KS2 (2)***

***Expectations***

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

* *Play games with some fluency and accuracy*
* *Use a range of throwing and catching techniques*
* *Find ways of attacking successfully*
* *Use simple tactics for attacking well*
* *Keep possession of the ball as a team and get into positions to score*
* *Know the rules of the game*
* *Understand they need to defend as well as attack*
* *Understand how strength, speed and stamina can be improved by playing invasion games*
* *Know importance of warm up*
* *Watch and describe others’ performances as well their own and suggest simple ways in which to improve*

Noah Ballinger

Sorcha Broomhall

Harrison Barber

Ramon Marttos

Alessia Delgiudice

Oisin Au

James

Oisin AU

Josh Clarke

Charlie Fordham Jack O’Neill

Michael Poole Jasper Murrell

Sam Spurgin

Harry Tukasi Maxwell Hamilton

Jai-kai Wang

Owen Weaver

Luke Wordsworth Anna Phillips

Adin Yates

Joel Zamin

Lola Chadwick

Olivia Hardy

Heidi Hawks

Florence Hitchen

Samantha Larsen

Mary MCdonnall

Kiera Nickleson

Joseph Evans

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

* *Play all games effectively with speed and precision*
* *Decide quickly when and where to pass the ball*
* *Adapt skills in response to a game situation*
* *Understand how or why tactics work*
* *Have a strong influence on games, helping others to play better*
* *Understand that strength, speed and stamina are all important in invasion games*
* *Suggest different ways in which tactics could be employed*

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

* *Play games at a slower pace using throwing And catching techniques*
* *Play games with less consistency and control*
* *Use basic tactics for attacking*
* *Recognise the similarities between invasion games*
* *Recognise that when they play these games their heartbeats faster and their breathing gets heavier*
* *Understand why it is important to warm up*