

Learning Wall: Y4 Games

Name:

Date:

Y4 Evaluate Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements.		Y4 Evaluate Modify their use of skills or techniques to achieve a better result.							
	Y4 Attacking & Defending Use a range of attacking and defending skills and techniques in a game	Y4 Attacking & Defending. Use fielding skills as an individual to prevent a player from scoring.	Y4 Tactics & Rules Vary the tactics they use in a game.	Y4 Tactics & Rules Adapt rules to alter games.	Y4 Compete/Perform Perform and apply skills and techniques with control and accuracy.	Y4 Compete/Perform Take part in a range of competitive games and activities.			
Y4 Striking & Hitting a Ball Use at least two different shots in a game situation.	Y4 Striking & Hitting a Ball Use hand-eye coordination to strike a moving and a stationary ball.	Y4 Throwing & Catching a Ball Develop different ways of throwing and catching	Y4 Travelling with a Ball Move with the ball using a range of techniques showing control and fluency.	Y4 Passing a Ball Pass the ball with increasing speed, accuracy and success in a game situation.	Y4 Possession Occasionally contribute towards helping their team to keep and win back possession of the ball in a team game	Y4 Using Space Make the best use of space to pass and receive the ball.			
	Y4 Health & Fitness Describe how the body reacts at different times and how this affects performance.	Y4 Health & Fitness Explain why exercise is good for your health.	Y4 Health & Fitness Know some reasons for warming up and cooling down.	Y4 Striking & Hitting a Ball Use a bat, racquet or stick (hockey) to hit a ball or shuttlecock with accuracy and control.	Y4 Striking & Hitting a Ball Accurately serve underarm.	Y4 Striking & Hitting a Ball Build a rally with a partner.			

Y3 Tactics & Rules Understand and begin to apply the basic principles of invasion games.		Y3 Tactics & Rules Know how to play a striking and fielding game fairly.		Y3 Compete/Perform Develop the quality of the actions in their performances.		Y3 Compete/Perform Perform learnt skills and techniques with control and confidence.		Y3 Compete/Perform Compete against self and others in a controlled manner.		Y3 Evaluate Watch, describe and evaluate the effectiveness of a performance.		Y3 Evaluate Describe how their performance has improved over time.	
Y3 Travelling with a Ball Use two different ways of moving with a ball in a game.		Y3 Passing a Ball Pass the ball in two different ways in a game situation with some success.		Y3 Possession Know how to keep and win back possession of the ball in a team game.		Y3 Using Space Find a useful space and get into it to support teammates.		Y3 Attacking & Defending Use simple attacking and defending skills in a game.		Y3 Attacking & Defending Use fielding skills to stop a ball from travelling past them.		Y3 Tactics & Rules Apply and follow rules fairly	
Y3 Throwing & Catching a Ball Throw and catch with greater control and accuracy.		Y3 Throwing & Catching a Ball Practise the correct technique for catching a ball and use it in a game.		Y3 Throwing & Catching a Ball Perform a range of catching and gathering skills with control.		Y3 Throwing & Catching a Ball Catch with increasing control and accuracy.		Y3 Throwing & Catching a Ball Throw a ball in different ways (e.g. high, low, fast or slow).		Y3 Throwing & Catching a Ball Develop a safe and effective overarm bowl.		Y3 Travelling with a Ball Move with the ball in a variety of ways with some control.	
Y3 Health & Fitness Recognise and describe the effects of exercise on the body..		Y3 Health & Fitness Know the importance of strength and flexibility for physical activity.		Y3 Health & Fitness Explain why it is important to warmup and cool-down		Y3 Striking & Hitting a Ball Demonstrate successful hitting and striking skills.		Y3 Striking & Hitting a Ball Develop a range of skills in striking (and fielding where appropriate).		Y3 Striking & Hitting a Ball Practise the correct batting technique and use it in a game.		Y3 Striking & Hitting a Ball Strike the ball for distance.	