Newbottle and Charlton Primary School

KS1 NETWALL GAMES PROGRESSION (Badminton and Tennis)

Focus: KS1: To develop physical literacy through game sense characteristics. Children will enjoy physical activity and gain an awareness of games activities. Children will participate in team games, developing simple tactics for attacking and defending. Games will be cooperative with some basic progression to competitive.

RECEPTION	YEAR 1	YEAR 2
Motor Competence	Motor Competence	Motor Competence
Movement (including with	Movement (including with	Movement (including with
equipment	equipment)	equipment
Move well and confidently	Move confidently with a range	Develop spatial awareness and
using a range of basic foot-	of foot-patterns (sidestep,	locomotion skills by moving
patterns (sidestep, gallop) and	skip, gallop)	into space and avoiding others
FMS	Change direction and speed	with increasing speed.
Change direction and speed	with control, balance and	Use change of direction and
Stop on command	coordination	foot-patterns to avoid others.
Coordination with equipment	Stop using a balanced ready	Stop and return to ready
Balance a static object on a	position	position
racket	Coordination with equipment	Move in different ways to
Send and receive)	Balance a soft ball / shuttle on	retain balance
Send (roll, push, throw a ball/	a racket	Coordination with equipment
shuttle/bean bag with basic	Bounce a ball using racket,	Balance a ball/shuttle on
control	with some control	racket with control
Bounce and catch a ball to self	Send and receive	tap up a balloon/ball/ shuttle
	Send and receive a ball /	on racket
Rules, strategies and tactics:	shuttle with confidence,	Can identify forehand and
Move into a space	working and communicating with others	backhand grips
Demonstrate basic aiming at a	Can bounce and catch a ball	Hold a ball / shuttle correctly
target Healthy competition: Game	with control to self and	in preparation for a serve or
Play	partner	shot
Take turns, share and work	Can sometimes hit a ball/	start to rally
with others with help	shuttle with a racket	Send and receive
Can stay within a playing area		Throw and catch a small ball
Can work in a team	Rules, strategies and tactics:	with partner underarm
	Can stay within a playing area	Can demonstrate a forehand
	and recognize in and out	and back hand motion
	Identify and move in space	can hit a ball / shuttle with
	Move towards a target to	racket with some control
	score	Dulas stratagies tastics:
	know the basic role of	Rules, strategies, tactics:
	attackers and defenders	Keep possession while moving towards a target/goal to score.
	Demonstrate aiming /	Support other players to keep
	shooting at a target	possession
	Healthy competition: Game	Use basic defending (marking,
	Play	pressure, intercepting) to stop

Play a modified game
Work with others in a team
Take turns, share and work
cooperatively
work in a team against other
teams
Experience winning and losing

the other team scoring
Develop control and decision
making when scoring
Can recognize some court lines
and areas

Healthy Competition: Game Play

Take turns, share and work cooperatively
Work cooperatively in a team against other teams
Experience winning and losing positively
Know how to score runs/
points/goals
Play a modified game
encouraging teamwork.
Communicate well in a small group
Understand and demonstrate basic fair play principles.

Focus: KS2 NETWALL GAMES (Badminton and Tennis)

Year 3/4: continued focus on physical literacy (running, jumping, throwing and catching) and game awareness, with improved fluency, control and consistency. Sport specific skills in rugby, netball, football, handball and hockey are introduced and connected to invasion principles. Games will be small sided developing a competitive element, with the opportunity to apply principles of attack nd defend)

Year 5/6: With **Focus:** With a strong physical literacy, invasion principles and sport specific skills are built upon. Attack and defence is a main game principle and games are progressively more full sided, demonstrating sport specific rules.

YEAR 3/4

Motor Competence: Movement (including with equipment

Apply a range of movement skills with confident FMS.

Link skills and adjust movement to game situation

Can move to catch a ball with balance and control

Demonstrates the split step ready position

Lunge on dominant leg while maintaining balance Chassis in balance

Coordination with equipment

Can hit a ball/ shuttle using identifiable shots like forehand / back hand / underarm/ overhead clear can hit a ball / shuttle at a target with some accuracy

Can sometimes hit a ball / shuttle when moving

can maintain a short rally with another player

can identify and start to use appropriate grip

Rules, strategies, tactics (attack and defend)

Know some rules and apply them fairly in a game

Develop skills and tactics to outwit the opposition.

Develop spatial awareness and begins to use space effectively in game situations

YEAR 5/6

Motor Competence: Movement (including with equipment)

Show confidence and consistency in physical literacy.

Move in all directions under control move in a variety of directions when hitting a ball

Regularly applies the split step ready position

Consistently lunge and chassis on both legs while maintaining balance Move intelligently

Coordination with equipment

Use appropriate forehand and backhand grips

Hit / bounce ball to a partner with control move to hit a ball in a game in forehand position

Start to use a range of recognized and move into position to play forehand, backhand and overhead shots
Hit a ball / shuttle to a target from a variety of distances, eg into service box Can successfully rally
Demonstrate a basic serve

Rules, strategies, tactics (attack and defend)

Explain and apply game rules Enable communication and co-operation working as a team to score or prevent scoring.

Grow and apply tactical decisions and specific game knowledge in attacking and defending.

Explain and apply game rules

move into space

Develop skills and tactics to win points Work confidently with others.

Progress skills, accuracy and perseverance.

knows court lines and serving area serve into a service box

Healthy Competition: Game Play

Take tuns, share and work with others with help

To grow confidence working with others in a team

build a growth mindset and start to reflect on self and team skills and abilities

Apply good use of space in different game situations

Apply skills and tactics to outwit the opposition

knows service boxes and can serve diagonally

Begin to choose which shot is best in a game

Begin to understand front and back of the court tactics

Use space on court to win points

Healthy Competition: Game Play

Take turns, share and work cooperatively work in a team against other teams
Think independently and show the ability to reflect on own and others performances.

Demonstrates a basic understanding of scoring

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