

Key Stage 1 – Striking & Fielding Games Knowledge Organiser

National Curriculum (NC PE 2014)

Subject content - Key stage 1: Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.

- **Pupils should be taught to:** master basic movements including running, jumping, throwing, and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities; participate in team games, developing simple tactics for attacking and defending; perform dances using simple movement patterns.

'**Declarative Knowledge**' is the know-what and '**Procedural Knowledge**' is the know-when.' These two terms are increasingly being used by Ofsted and others.

- Declarative knowledge is the factual knowledge relating to motor competence (fundamental movements, movement), rules, tactics, strategies, common principles, and healthy participation.
- Procedural knowledge is the know-how and know-when to be able to select and apply the declarative knowledge.

Link to Literacy – Vocabulary & Common Terms

Year 1 Catch, Aim, Push (bat), Swing, Throw, Target, Space, Score, Team, Hit

Year 2 Send, Receive, Runs, Track (a ball), Team mate, Batter, Strike, Field, Anticipate, Follow-through

*Year 2 pupils to use previous (Year 1) vocab correctly and in context



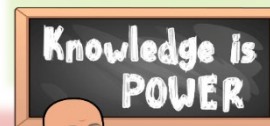
Examples of Striking & Fielding Games played in primary schools

Rounders - Cricket - Softball – Baseball – Stoolball
[Kwik-Cricket]



Key Physical Skills:

- Throwing
- Catching
- Hitting a ball
- Tracking a ball
- Retrieving a ball
- Movement to get in-line with a ball
- Preparing ready to strike/hit a ball
- Trapping / Stopping a ball



Common Principles

Attacking

Avoid getting 'Out'

Create space by placement of an object

Score points

Defending

Get opponent 'Out'

Limit / Cover space

Limit Points

Transition between principles as pupils change role from 'Fielder' to 'Striker'



Scheme of Work

Look at your school's Scheme of Work and see if you can see these common principles underpinned in the teaching activities. If not try and embed them.