



Physical Education

Games For Understanding

Unit Purpose

The unit of work will **explore** why we need to **follow the rules** and keep the score during a game.

Pupils will learn how to apply very simple **tactics** for **attacking** and **defending** in games.

Inspire Me

Did you know... the term "referee" originated from football. Originally the team captains would consult with each other in order to resolve any disputes on the pitch.



Key Success Criteria

- P** Pupils will be able to move into spaces avoiding other pupils. Pupils will also be able to adjust their speed and change direction to avoid other pupils.
- C** Pupils will experiment moving in different ways, moving confidently and concentrating on any instructions.
- S** Pupils will develop life skills such as fairness, while playing by the rules of the game and empathy when they need to encourage others.
- W** Pupils will start to explore honesty, as they learn to keep the score and self belief, understanding why it is important to try our hardest.



Vocabulary for Learning

Attacker: We are considered an 'attacker' when we or our team are in possession of the ball or we are trying to avoid a defender to score a point. The aim of the game for the attackers is to score as many points as possible.

Defender: We are considered a 'defender' when we are not in possession of the ball or we are trying to tag an attacker. The aim of the game for the defenders is to prevent the opposition (attackers) from scoring.

Space: is an open area on the pitch that is unoccupied by a defender or the defending team. The attackers need to identify an open space to run into to avoid being tagged by a defender.



Sport Specific Vocabulary

Rules: are a set of regulations or principles that govern a particular activity that ensure that the activity is played fairly and safely.

Tagging or Tag: is the method applied by the defending team to stop the attacker from moving.

Sharing: to ensure that a game is played fairly pupils should be encouraged to share and take turns.

